

Disney • PIXAR

TOY STORY



THE SKETCH-BOOK SERIES

- SKETCH
BOOK



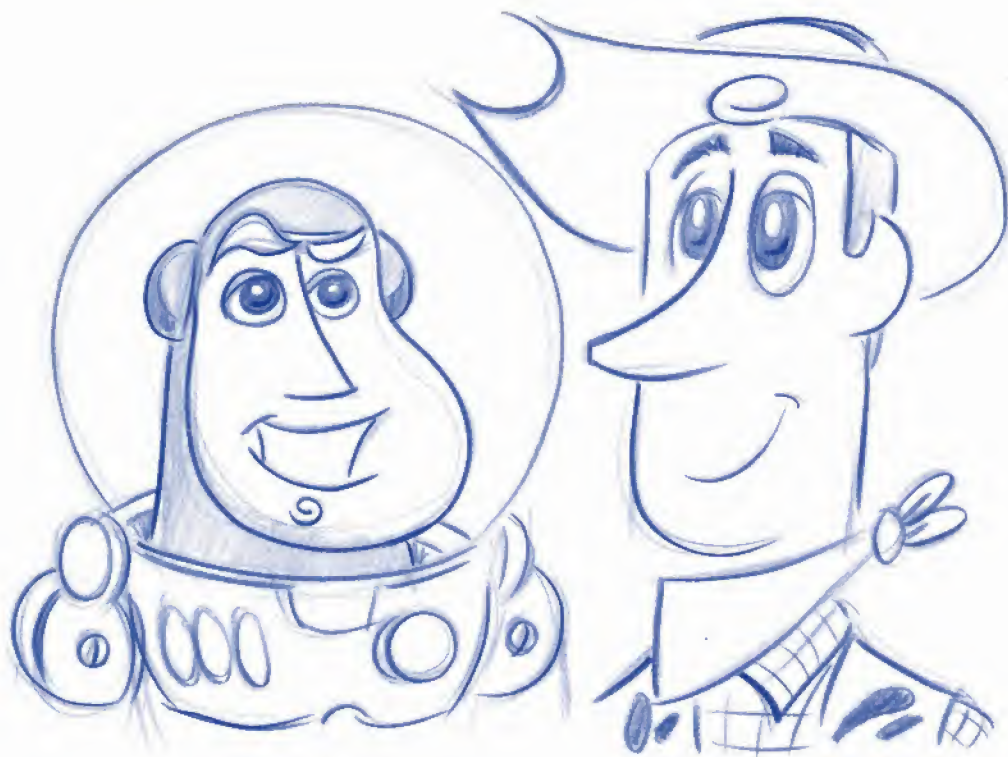
This sketchbook celebrates the work of the artists who provided concepts, inspiration, and character studies for the feature films *Toy Story* and *Toy Story 2*:



Randy Berrett	Nathaniel McLaughlin
Geefwee Boedoe	Jon Mead
Ash Brannon	Paul Mica
Jim Capobianco	Ken Mitchroney
William Cone	Floyd Norman
Jill Culton	Sanjay Patel
Pete Docter	Bob Pauley
Ralph Eggleston	Jim Pearson
David Fulp	Bob Peterson
Dave Gordon	Laura Phillips
Stephen Gregory	Jeff Pidgeon
Kirk Hanson	Bobby Podesta
Sean Hargreaves	Joe Ranft
Mark Holmes	Nilo Rodis
Harley Jessup	Chris Sanders
Dan Jeup	Jeff Sangalli
William Joyce	Gary Schultz
Tia W. Kratter	David Skelly
John Lasseter	Andrew Stanton
Dan Lee	Doug Sweetland
Bud Luckey	Bud Thon
Matthew Luhn	Tasha Wedeen
Angus Maclane	

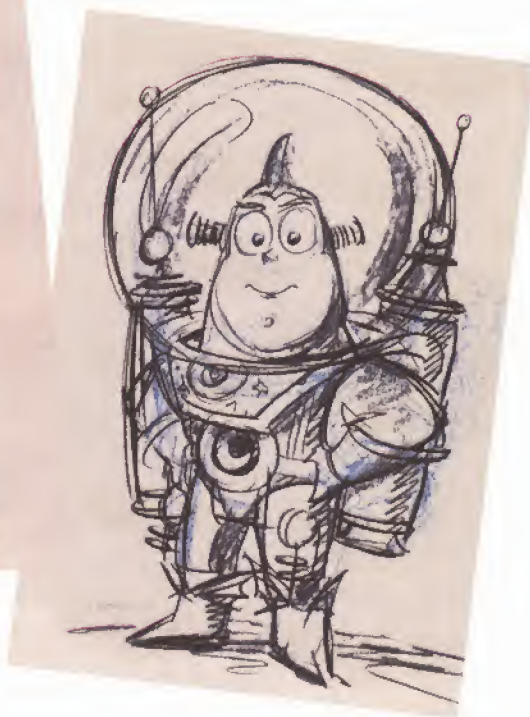
and the many others at Pixar Animation Studios who contributed their ideas and talents.



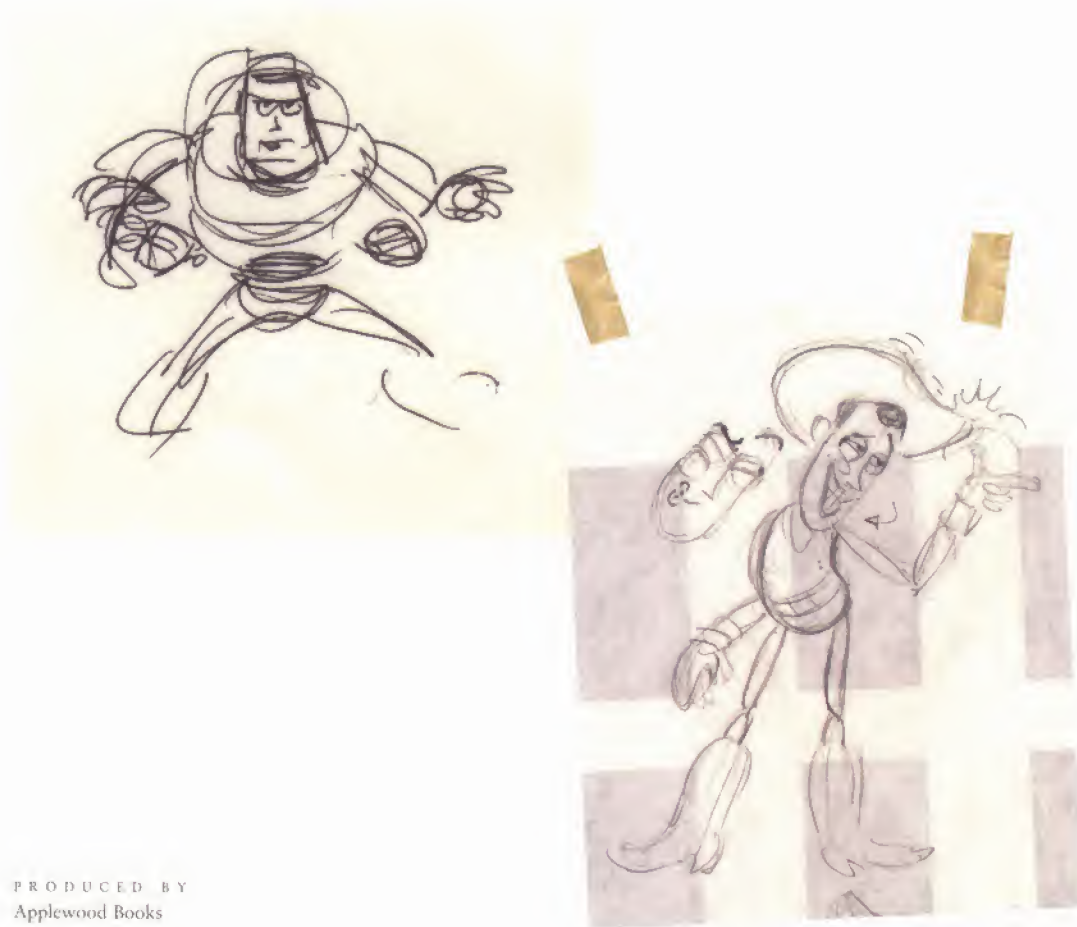


Disney · PIXAR

TOY STORY



APPLEWOOD BOOKS
Bedford, Massachusetts



PRODUCED BY
Applewood Books

DESIGN
Violeta Díaz

CREATIVE DIRECTION
John Lasseter + Jim Pearson

PROJECT MANAGEMENT
Leeann Alameda + Eric Huang

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Other books in the Sketchbook Series:

Walt Disney's *Snow White and the Seven Dwarfs*

Walt Disney's *Bambi*

Walt Disney's *Sleeping Beauty*

Disney's *The Little Mermaid*

Walt Disney's *Peter Pan*

Walt Disney's *Lady and the Tramp*

*Art challenges technology
and technology inspires art.*

– John Lasseter



When audiences watch *Toy Story* and *Toy Story 2*, they are seeing a completely believable world—a world they know does not exist, but that looks so real. This is one of the magical elements of our computer animation.

But the computers don't create computer animation any more than a pencil creates pencil animation. What creates computer animation is a very talented group of people. It begins not with a computer, but with drawings—hundreds and hundreds and hundreds of drawings.

The story is created using storyboards done in the traditional way: pencil drawings on paper, pinned to a big bulletin board. The story tells us what characters, objects and sets need to exist to create the complete world of the film.

As the story evolves, everything you see on the screen has to be designed with pencil sketches, color drawings, pastels and paintings. Since the world we create within the computer is truly three-dimensional, we have to design what the back of everything looks like, as well as the front. Once a character, object or set is designed, we do a series of drawings—much like blueprints—to show every side of the models, so that they can be accurately created in the computer.

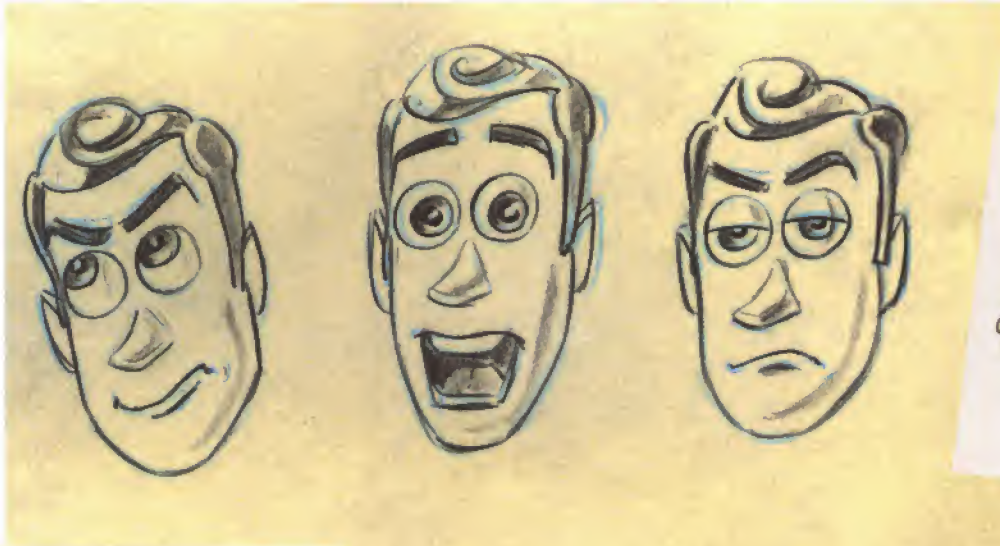
These drawings, storyboards, pastels and paintings used to design the *Toy Story* world are never seen by the audience, but they are some of Pixar Animation Studios' finest works of art. This sketchbook is a rare opportunity for you to see the *Toy Story* world before the computer touches it.

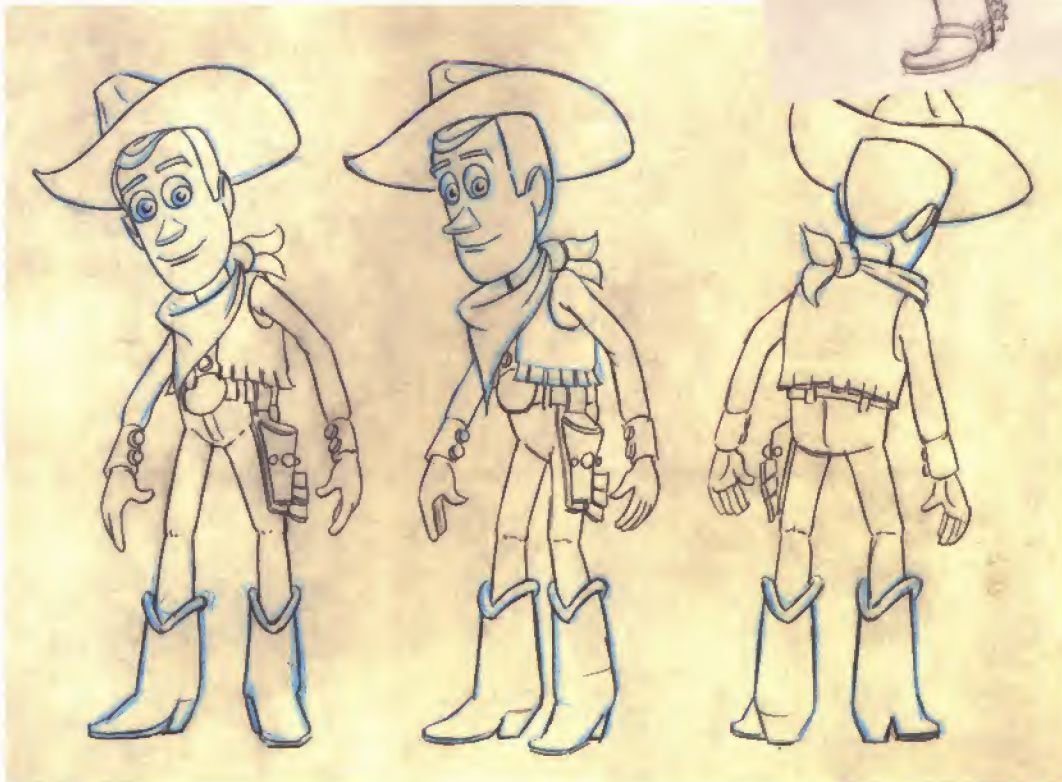




W O O D Y



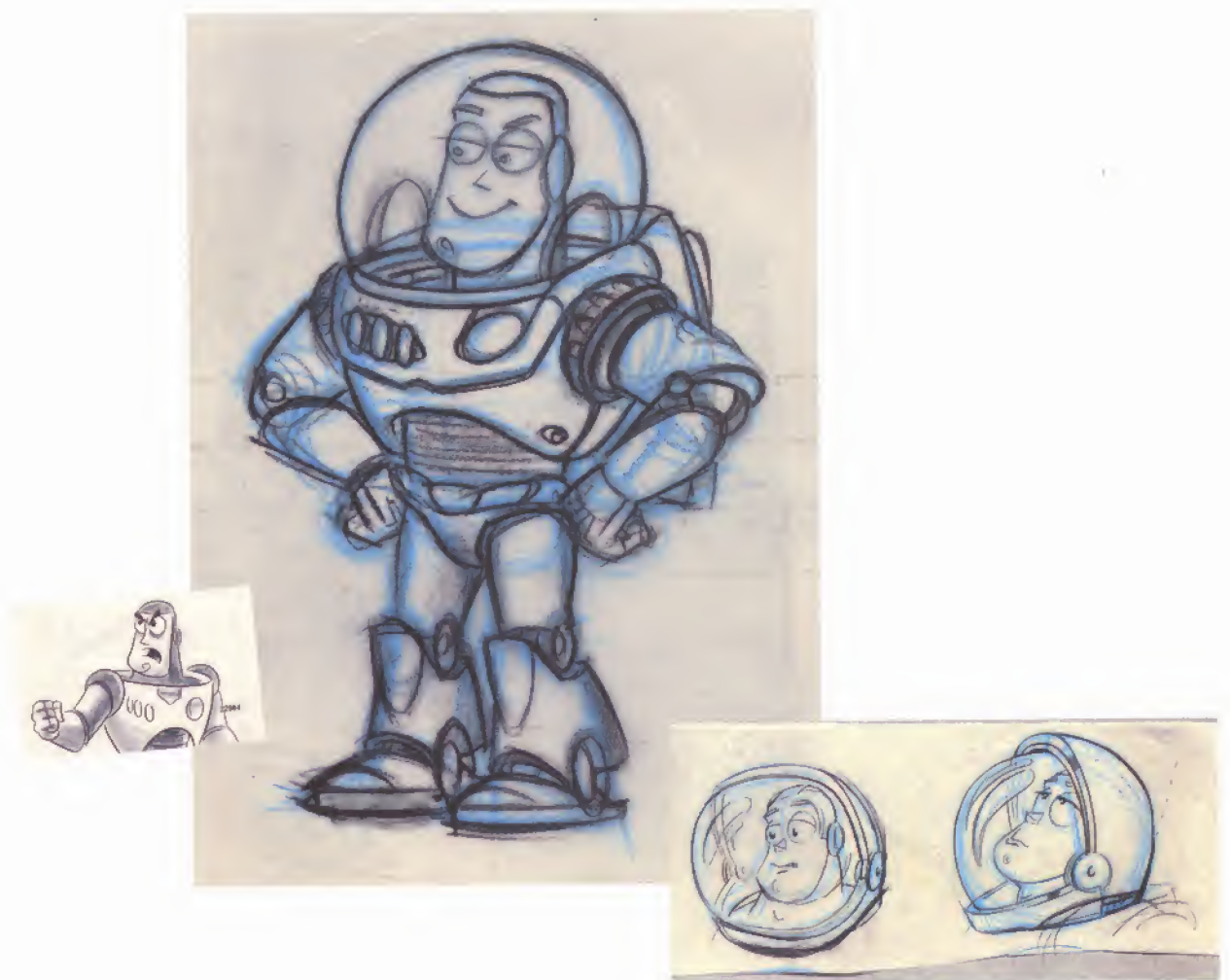


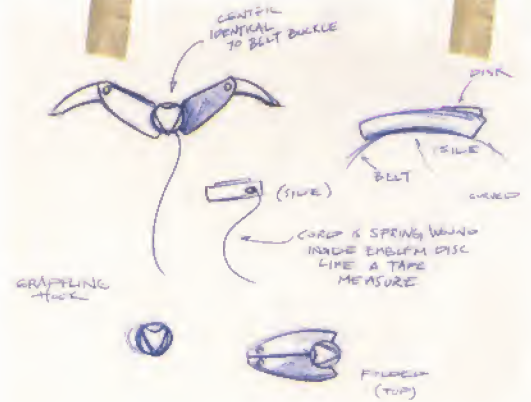
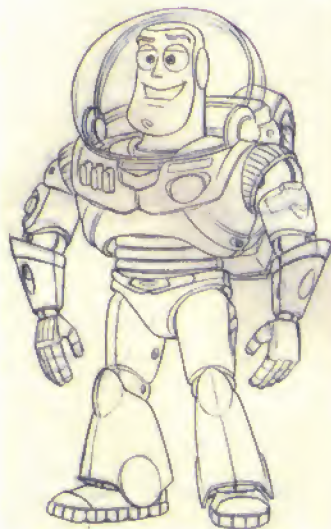
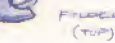
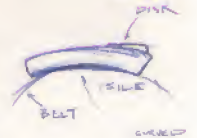
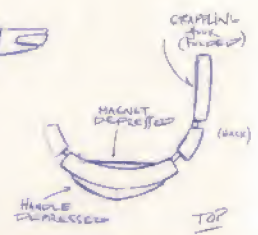
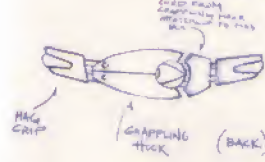
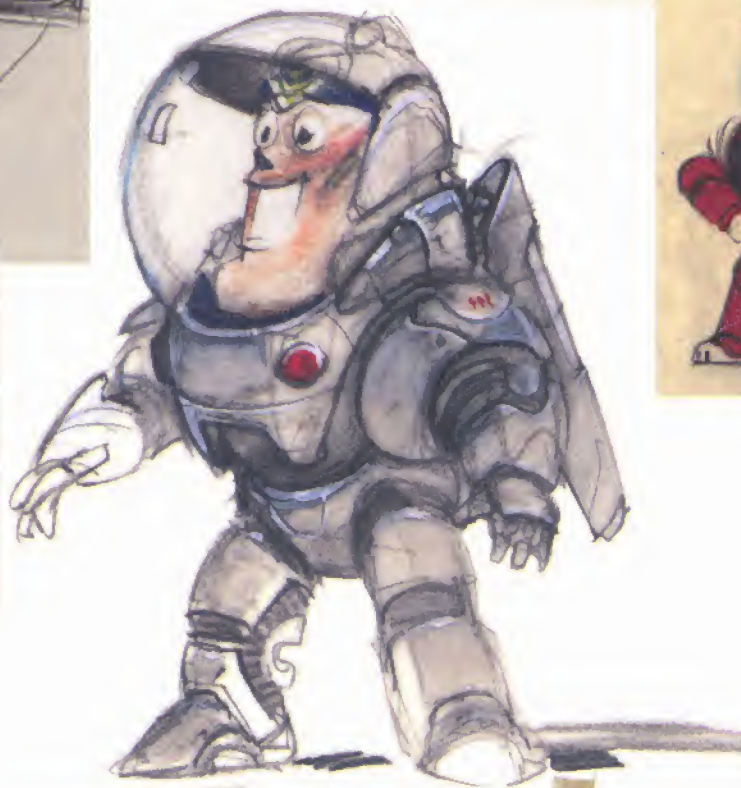
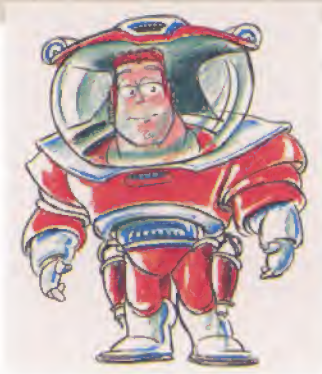
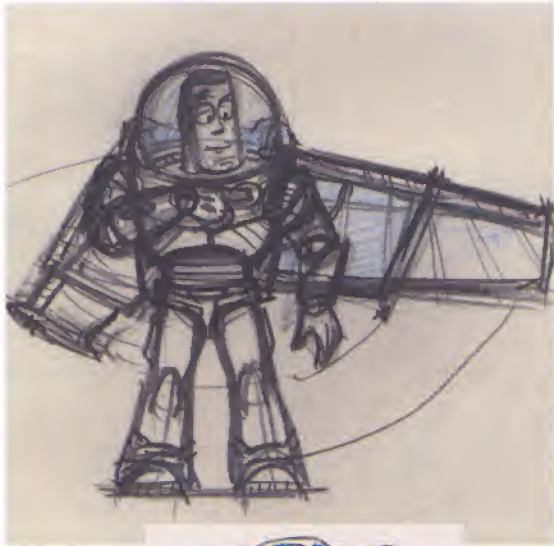


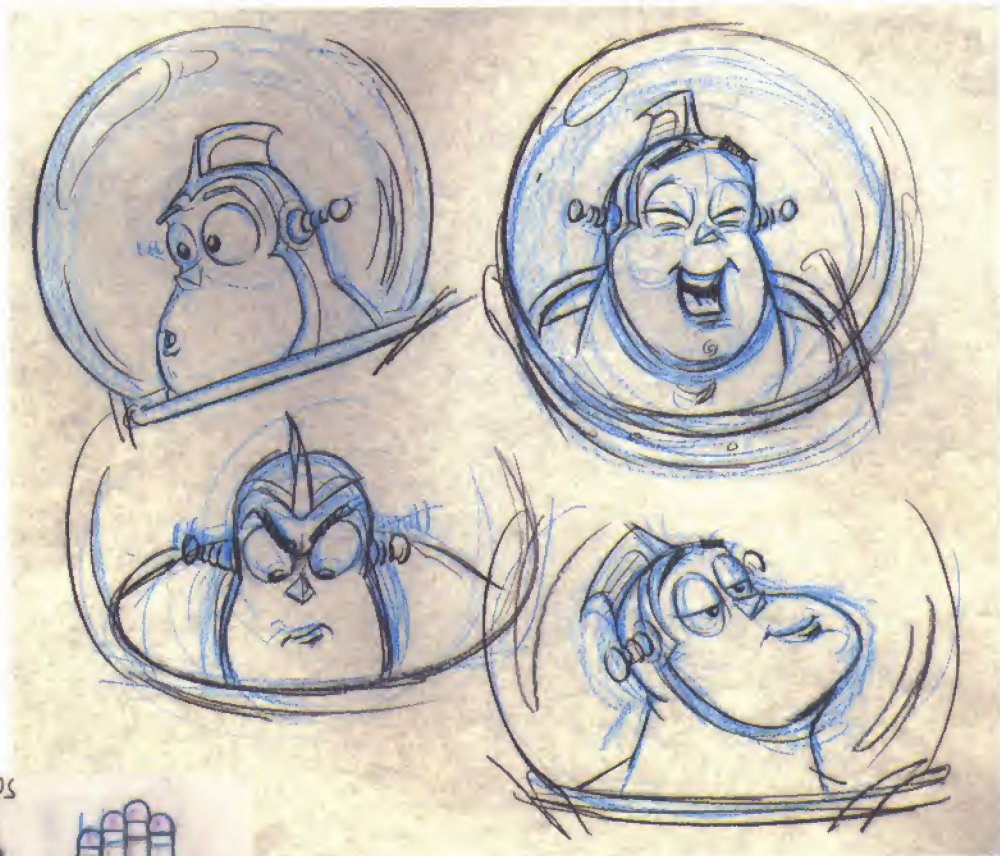




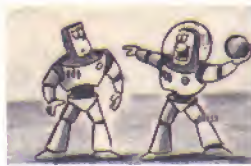
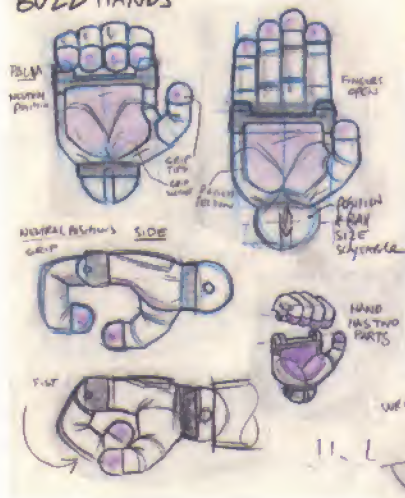
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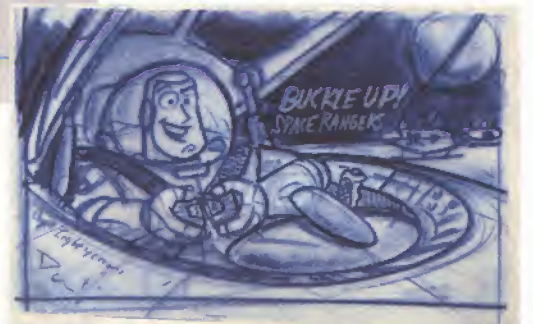
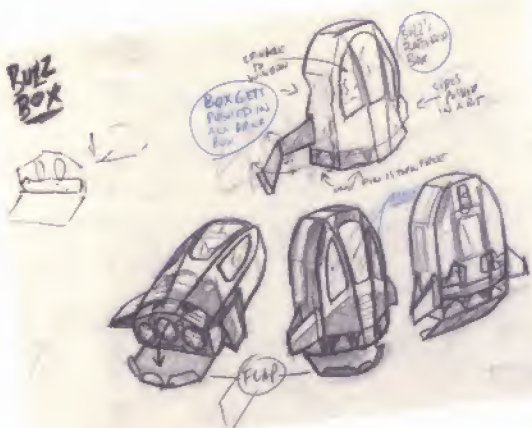
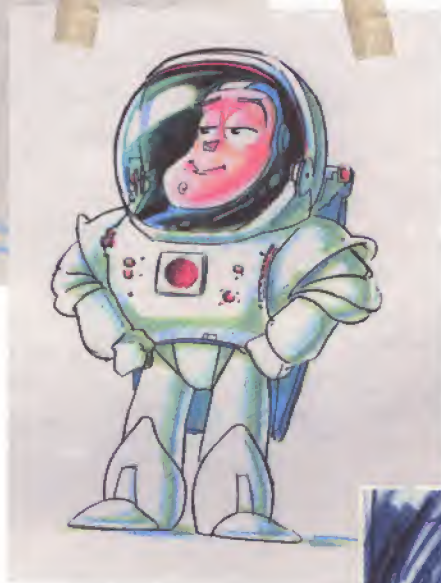
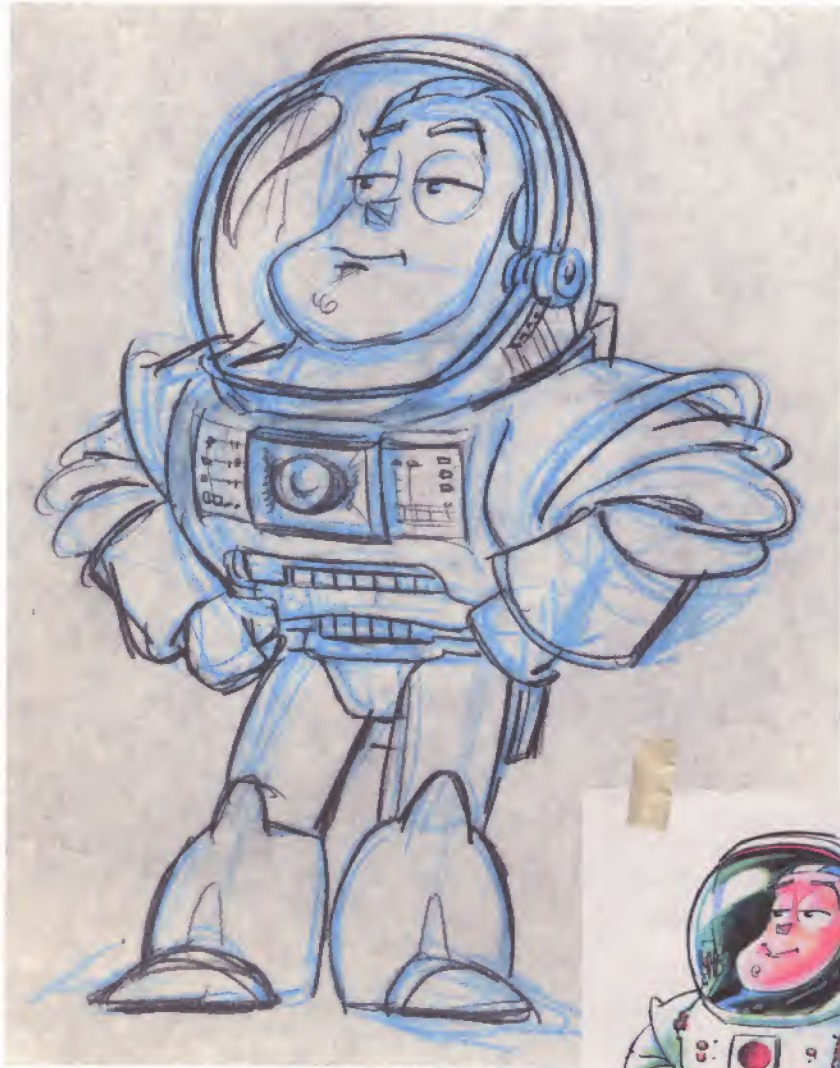






BUZZ HANDS





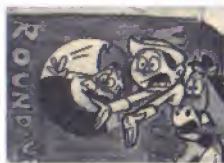


J E S S I E





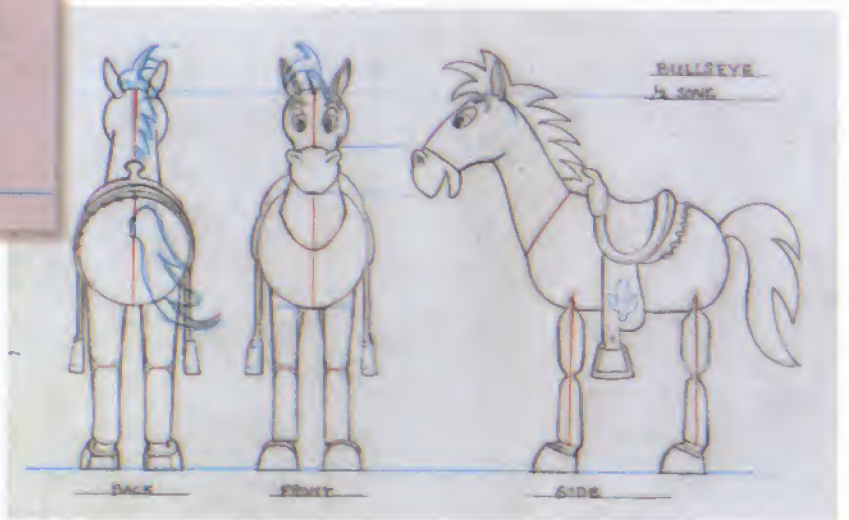
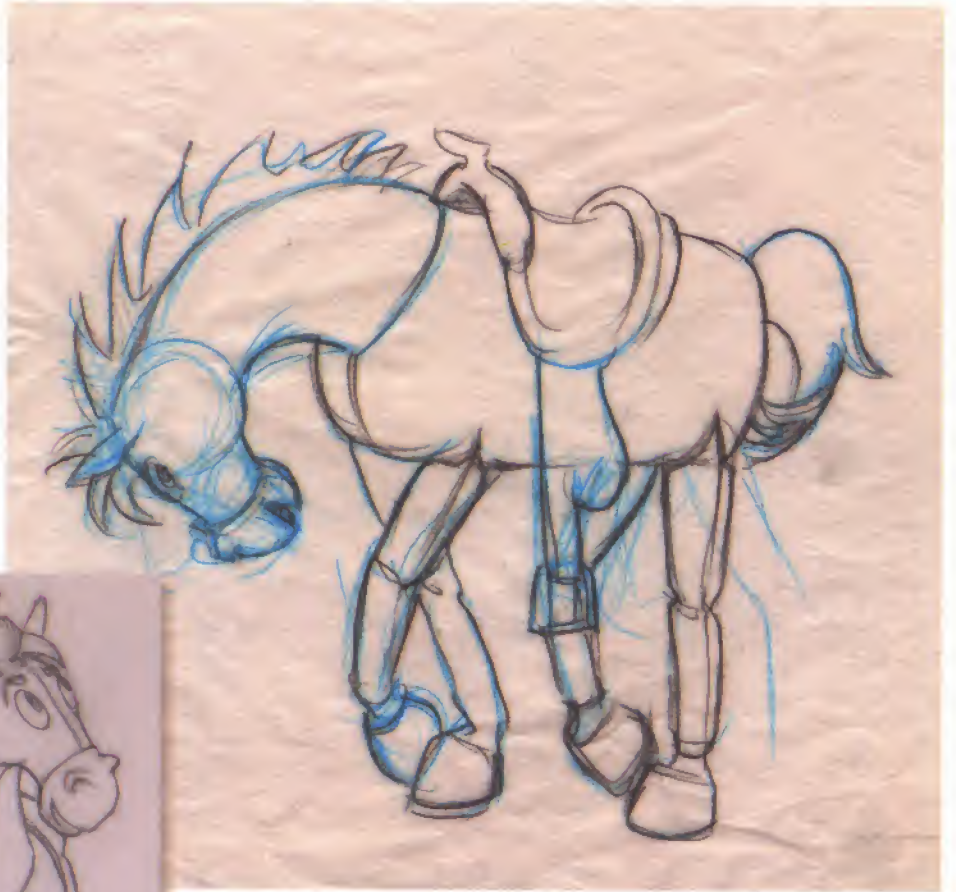


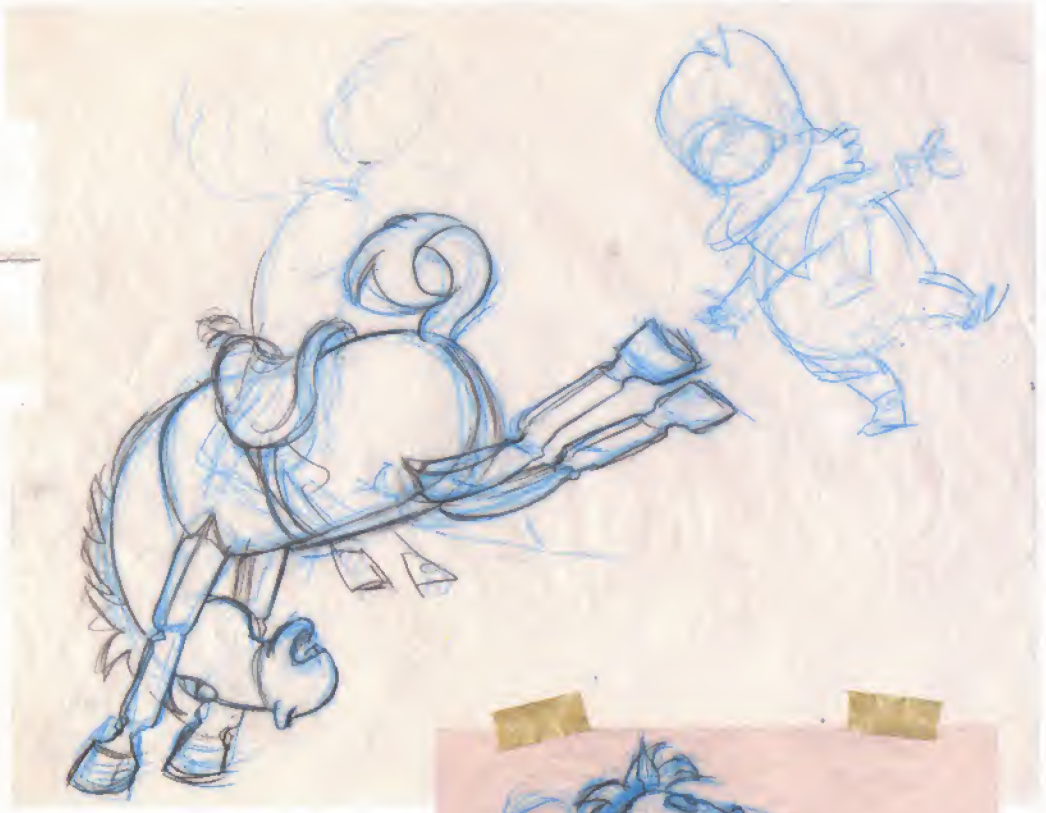


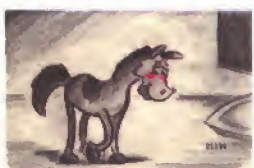
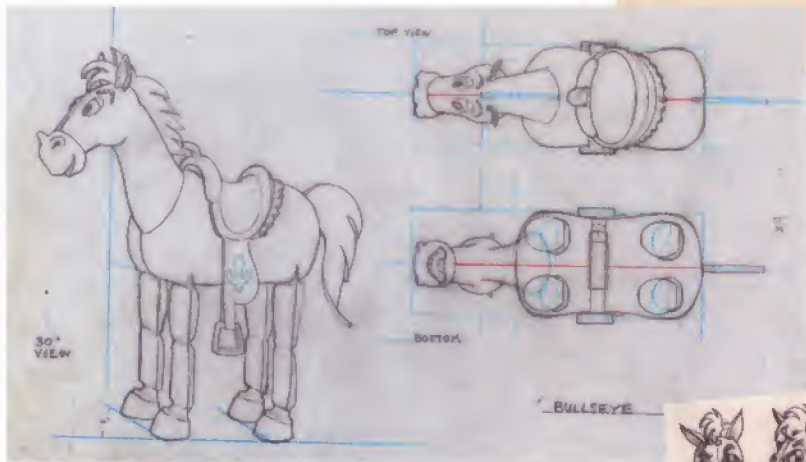


B U L L S E Y E



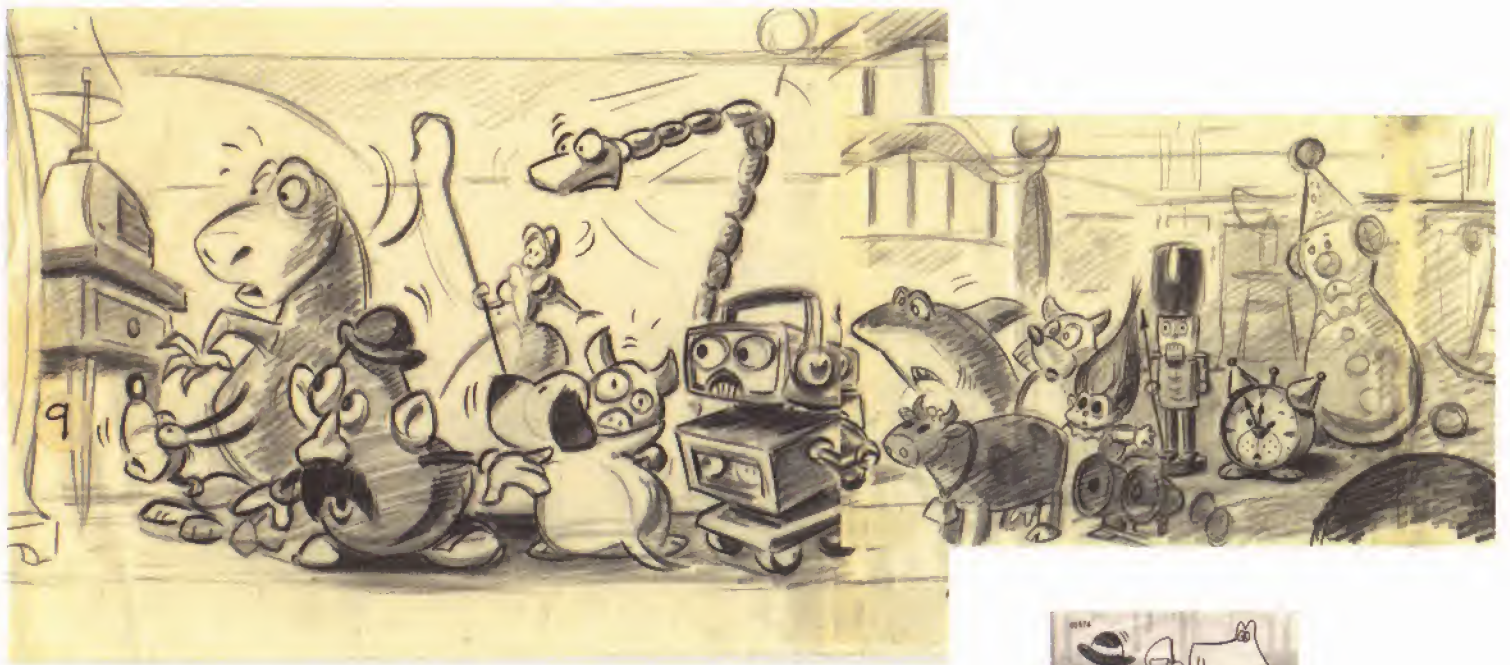








ANDY'S TOYS





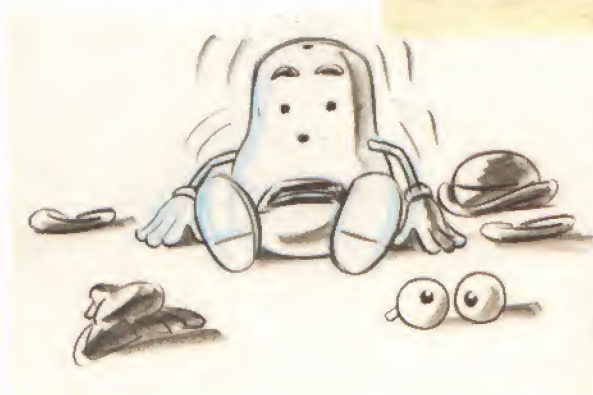
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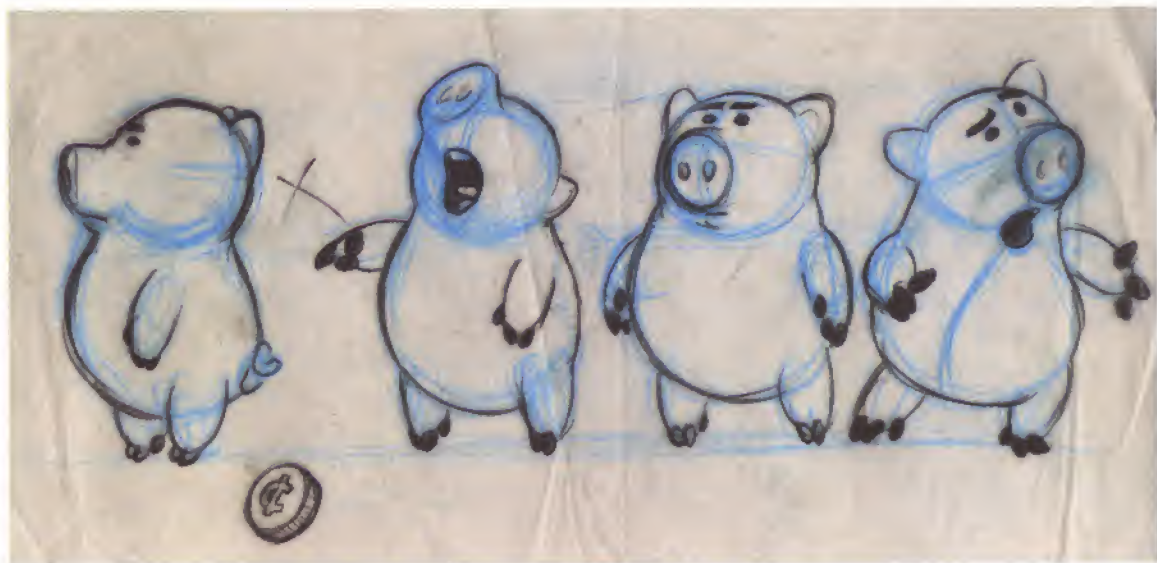
M R . & M R S . P O T A T O H E A D





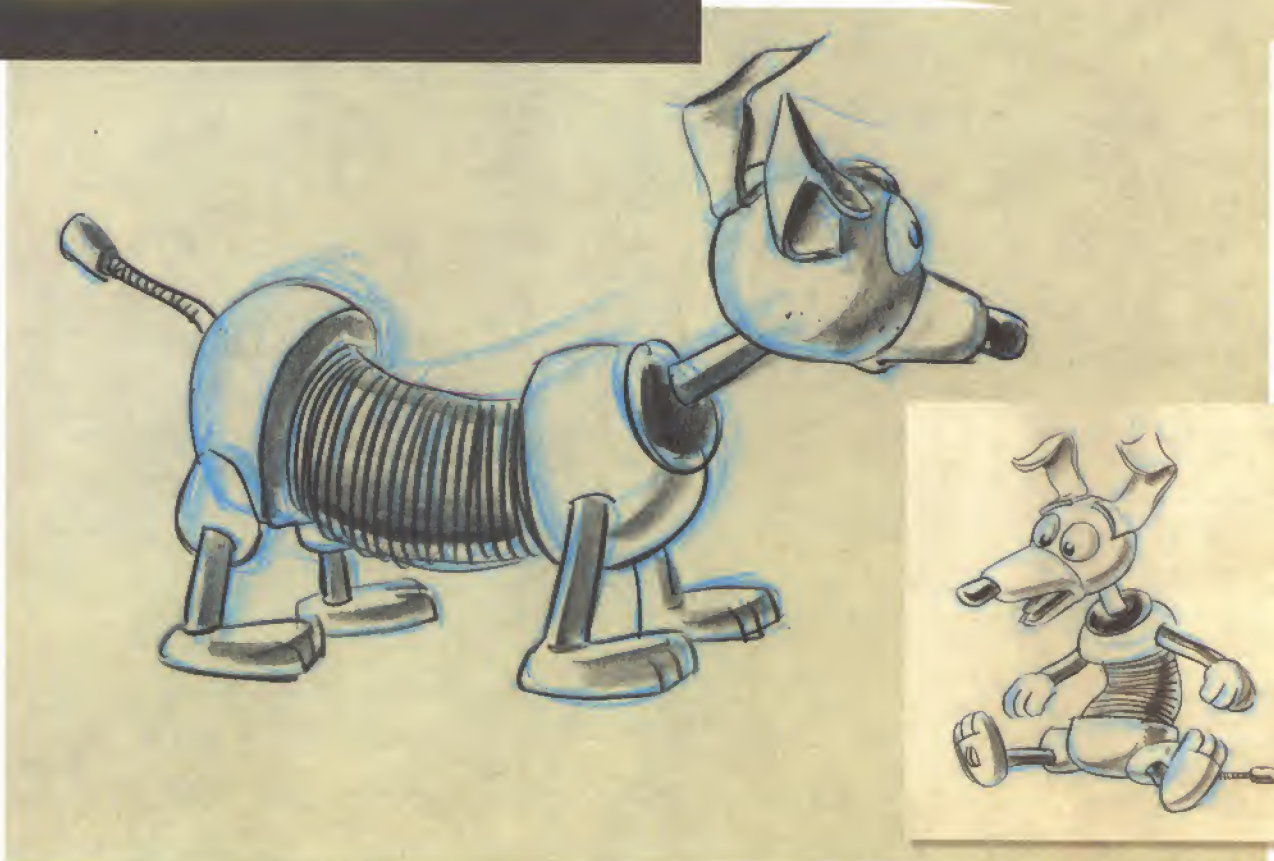
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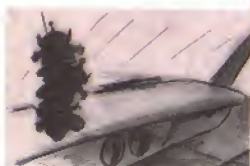
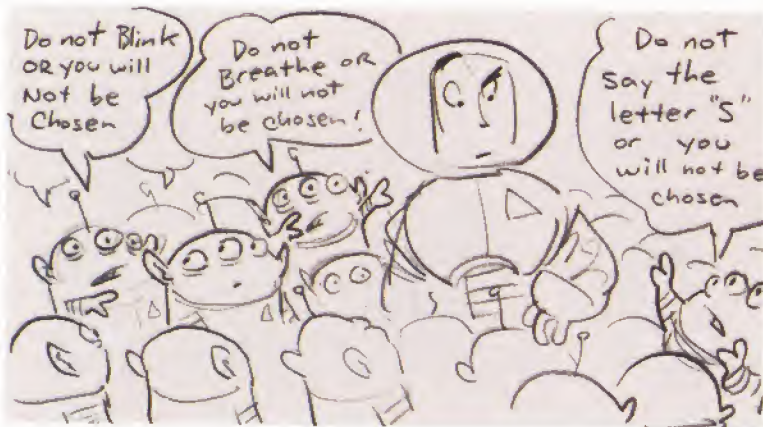
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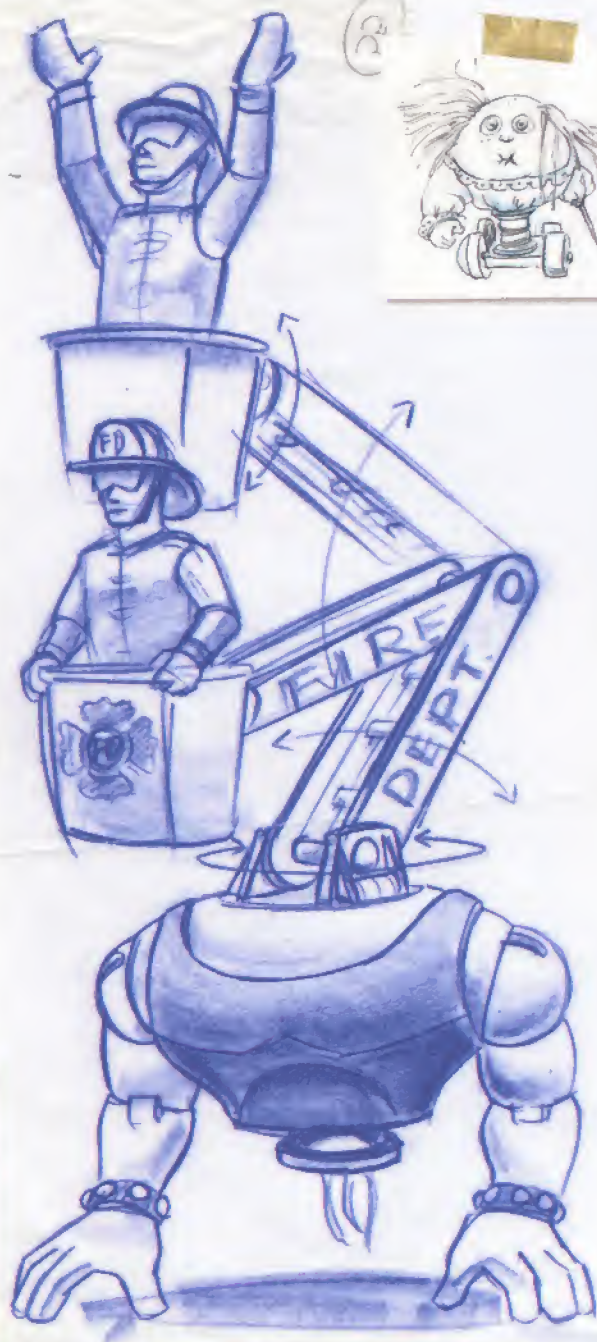
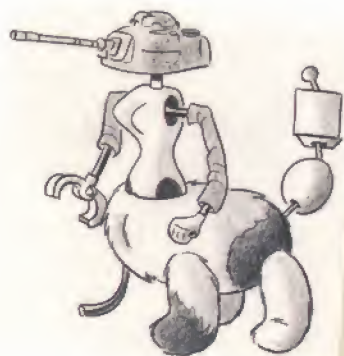


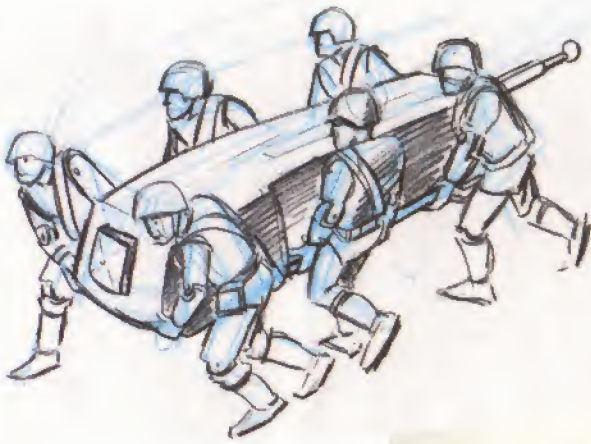


A L I E N S

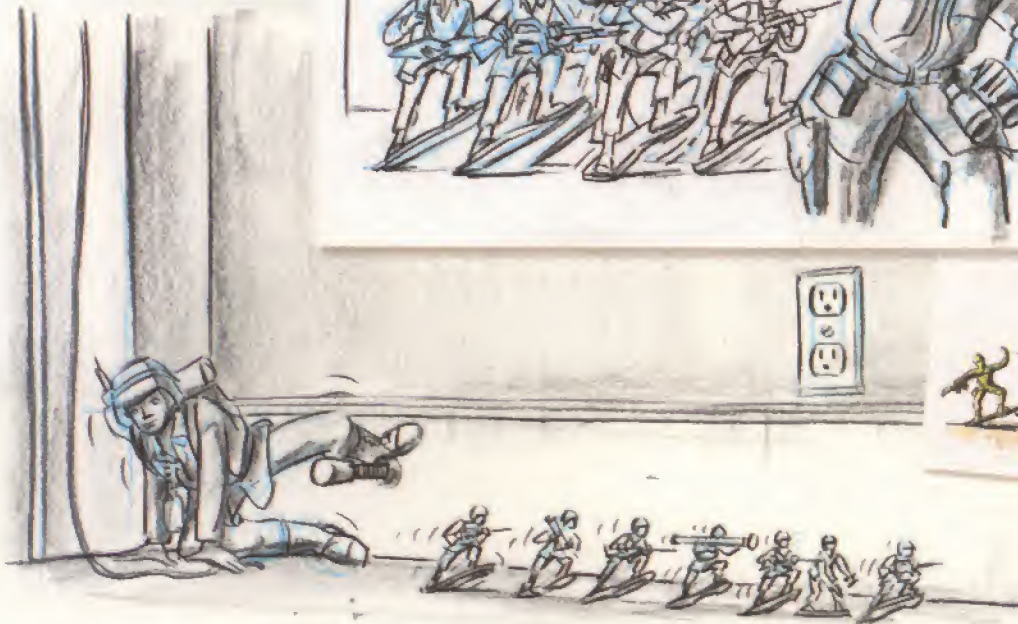
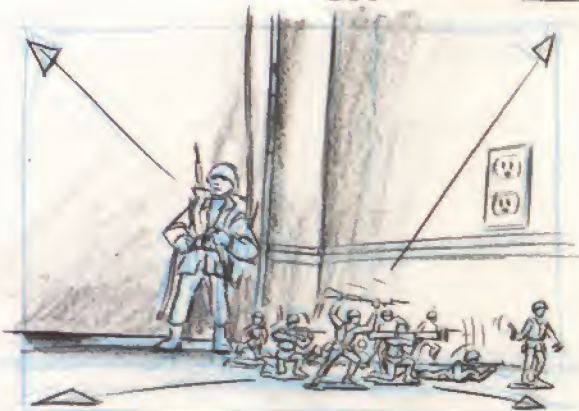


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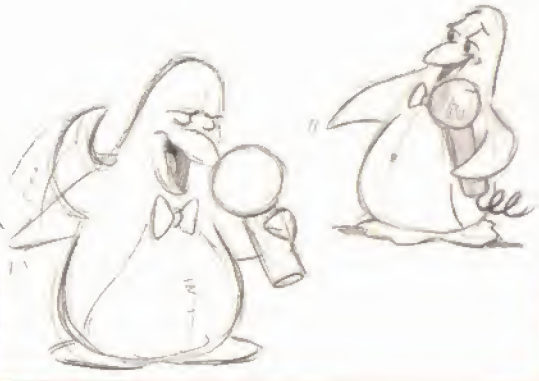




GREEN ARMY MEN



W H E E Z Y

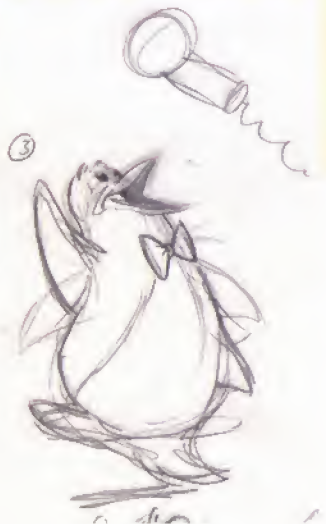


sides flare out



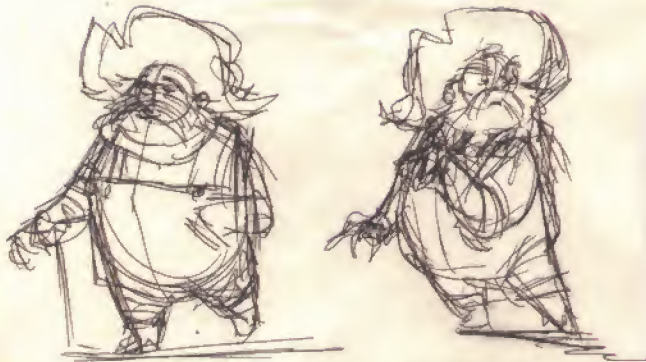
Wheezzy - Poses

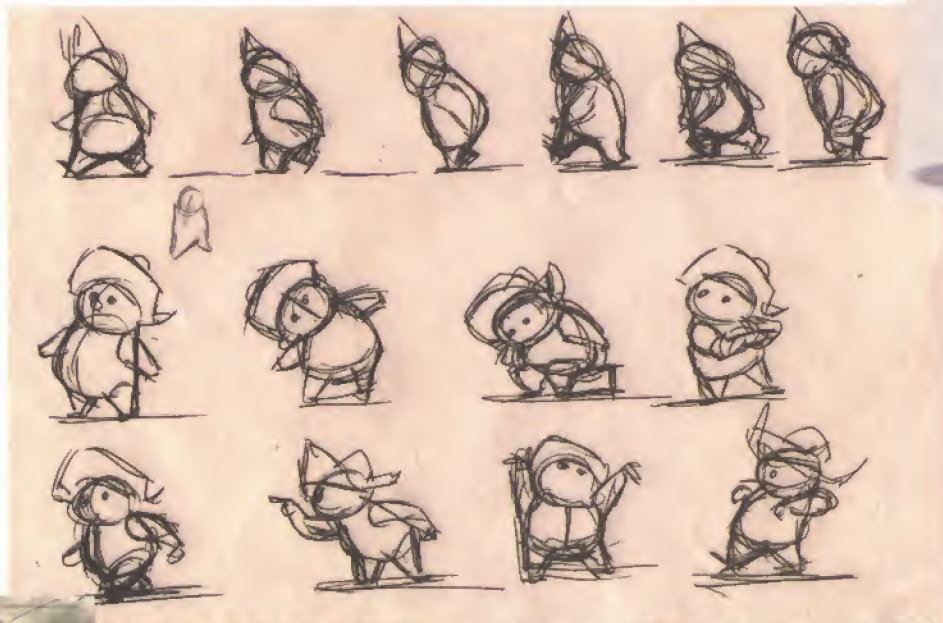
slump

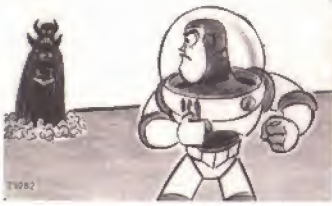




THE PROSPECTOR

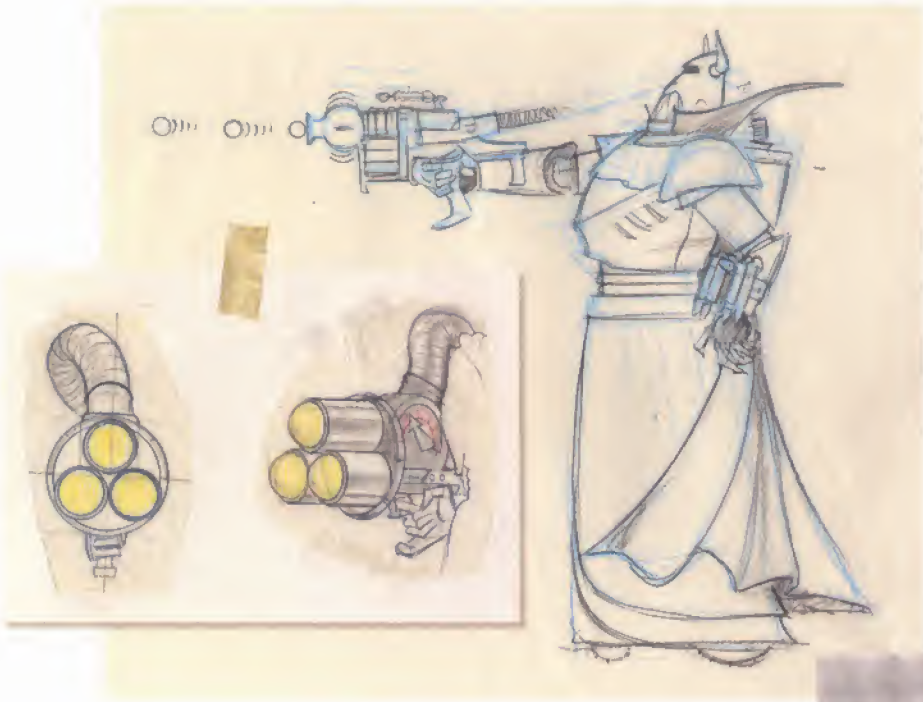






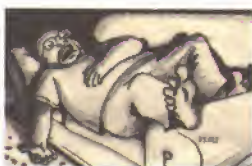
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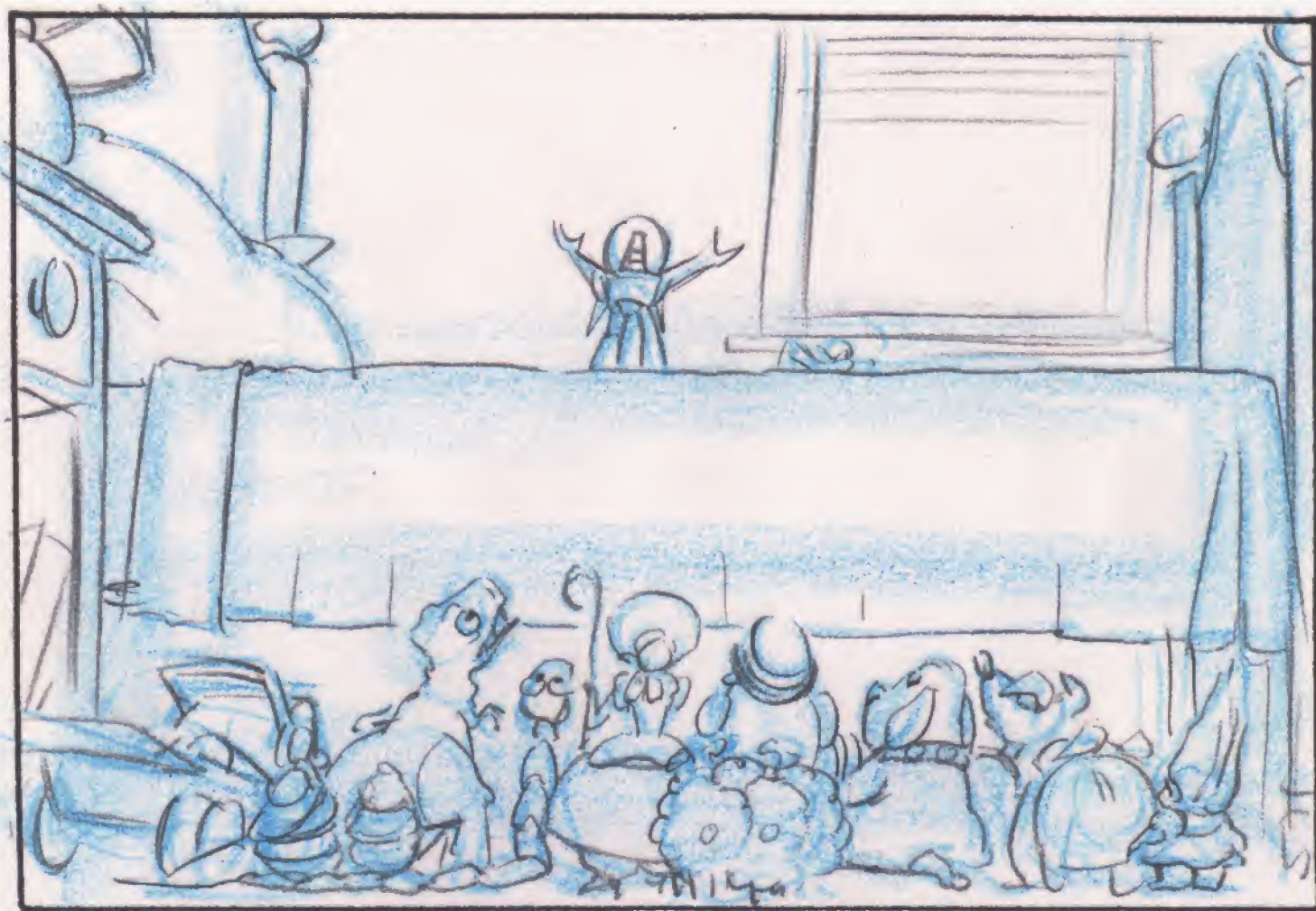
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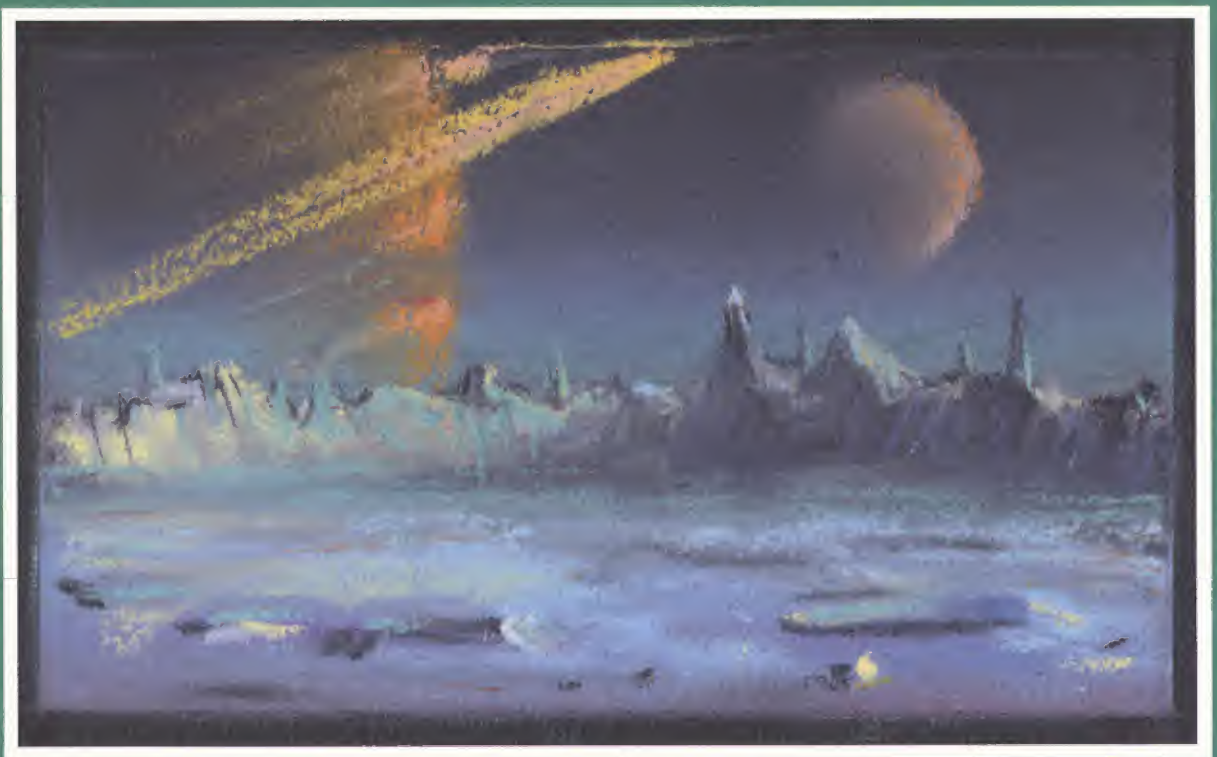




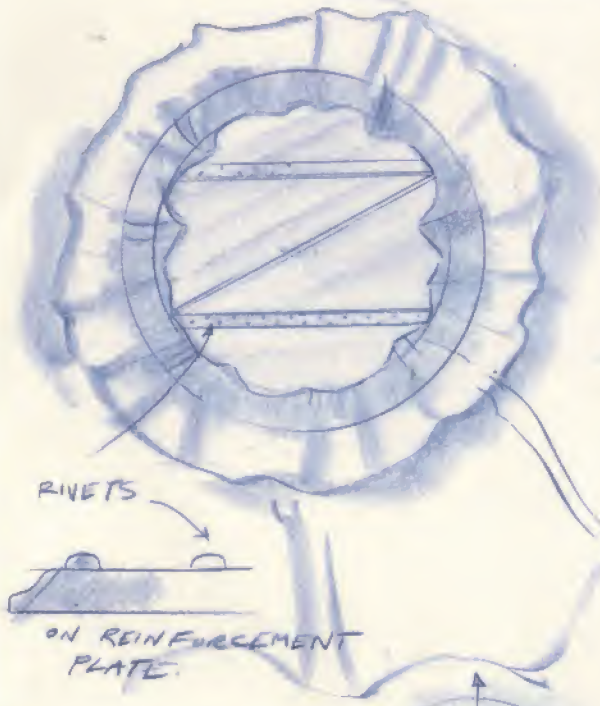
for actual colors
see palette.







TOP (DOOR CLOSED)



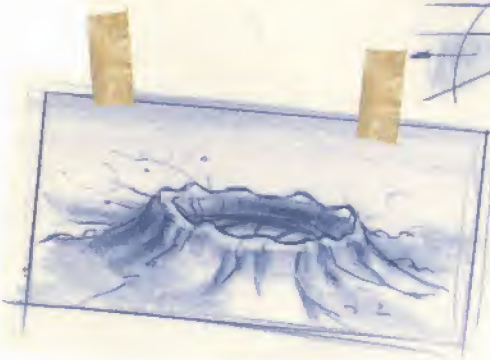
IRREGULAR
EDGE
TO BLEND
INTO GROUND
PLANE

BULL
HEIGHT

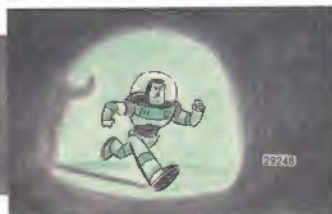
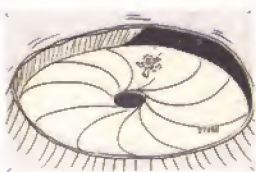
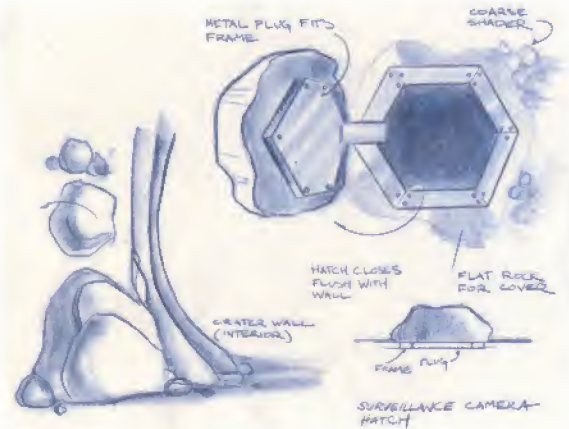
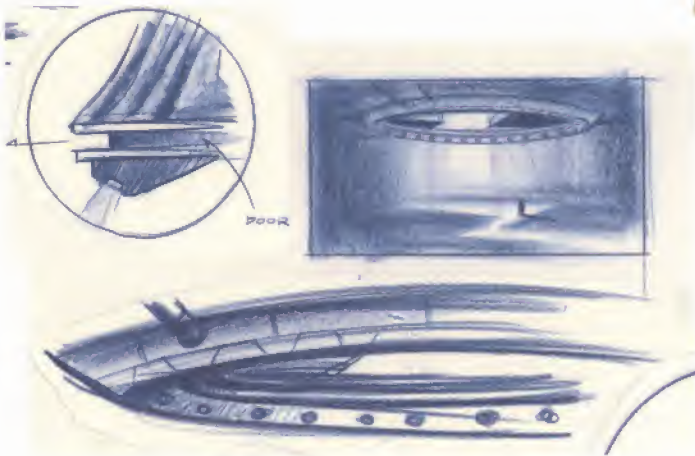
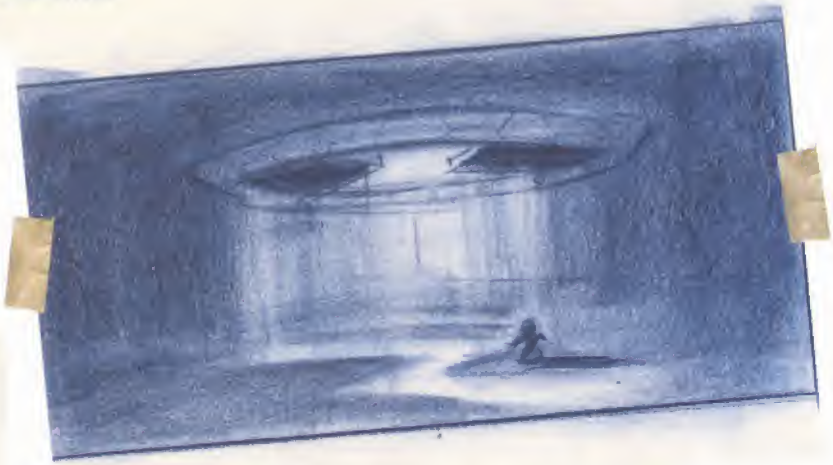
OVERHANG

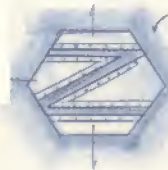
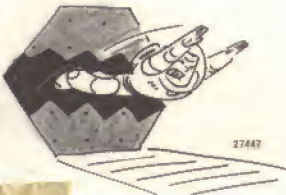
DOOR

DOOR SECTIONS
OPENING

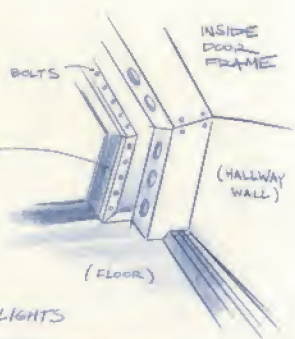


ZURG'S FORTRESS

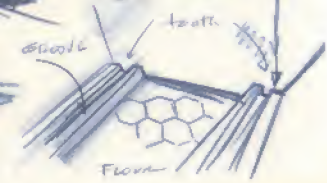




SAME 'Z' DOOR ELEMENTS AS CRATER DOOR

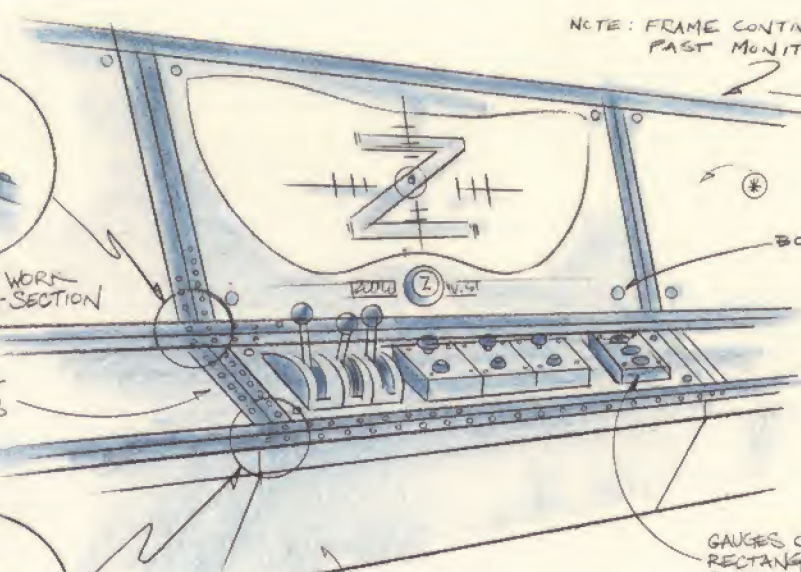


BLAST DOOR



SAME WORK-ROSS-SECTION

SET ETS



NOTE: FRAME CONTINUES PAST MONITOR

BOLT

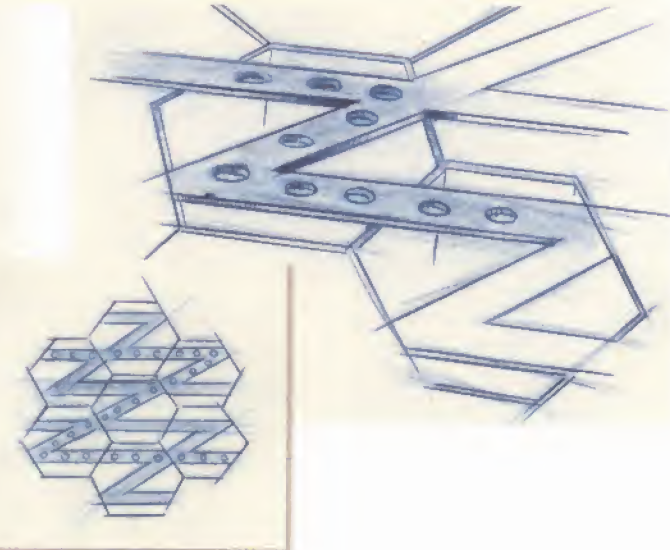
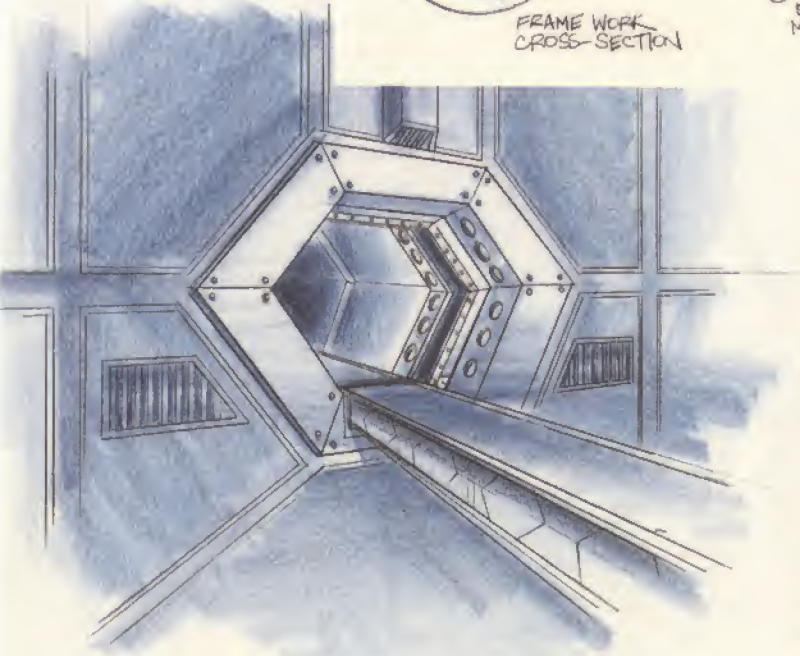
GAUGES ON RECTANGULAR SOLID

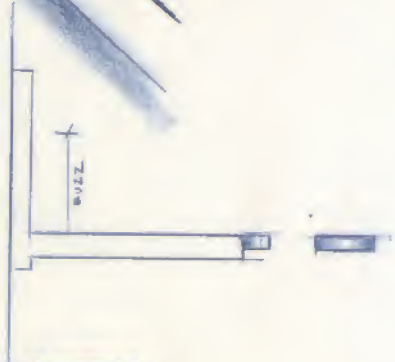
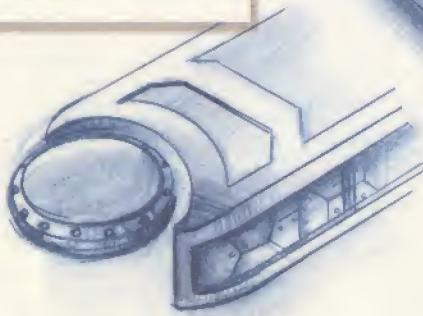
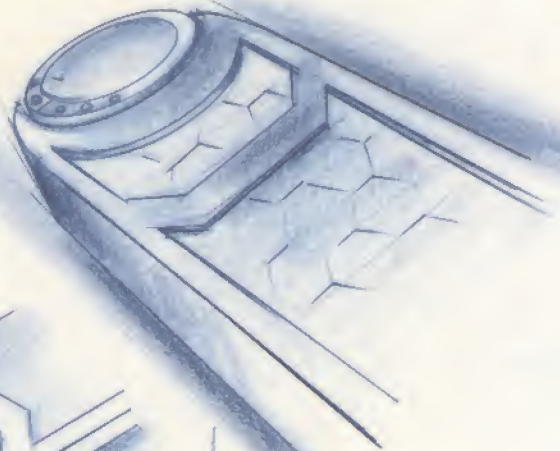
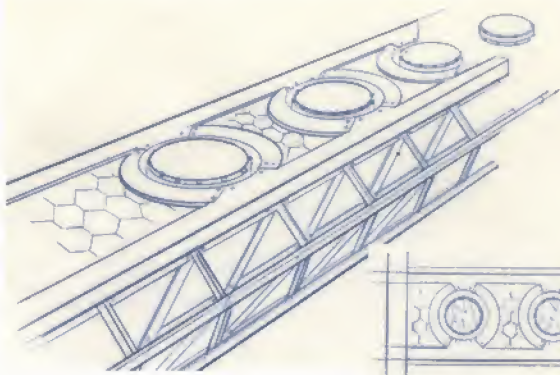
NOTE BEVEL

ZURG'S MONITOR

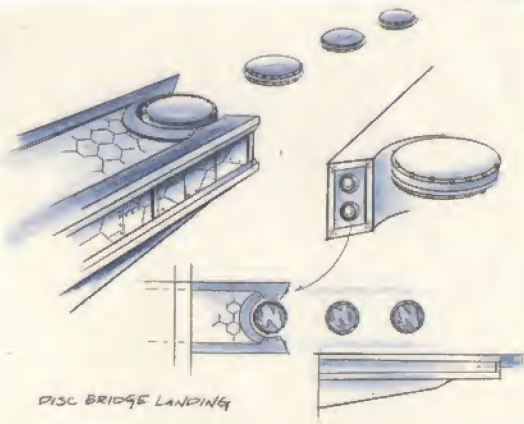
* ADJACENT PANELS HAVE SAME ZURG VISION MONITORS (TURNED OFF)

FRAME WORK CROSS-SECTION

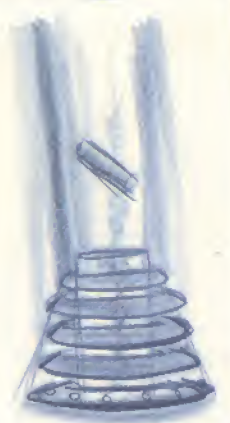
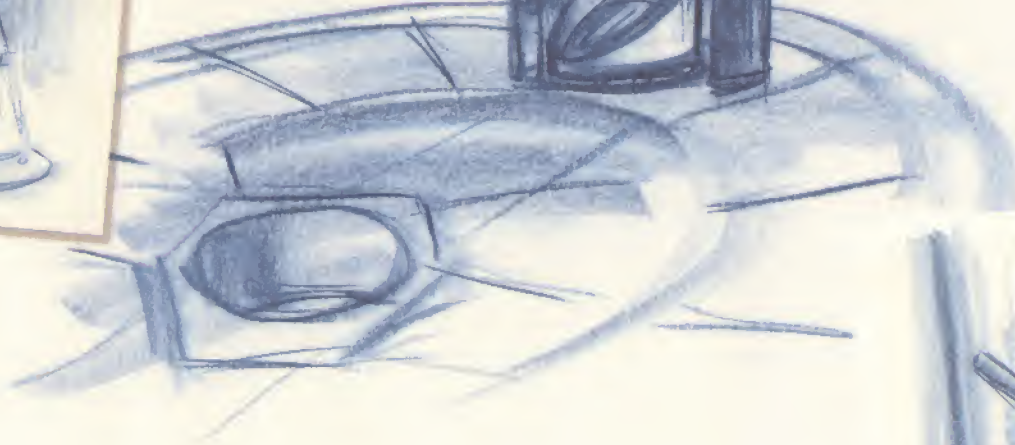
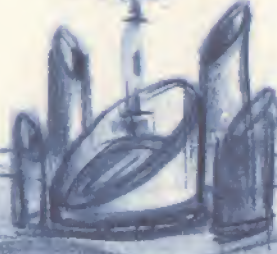


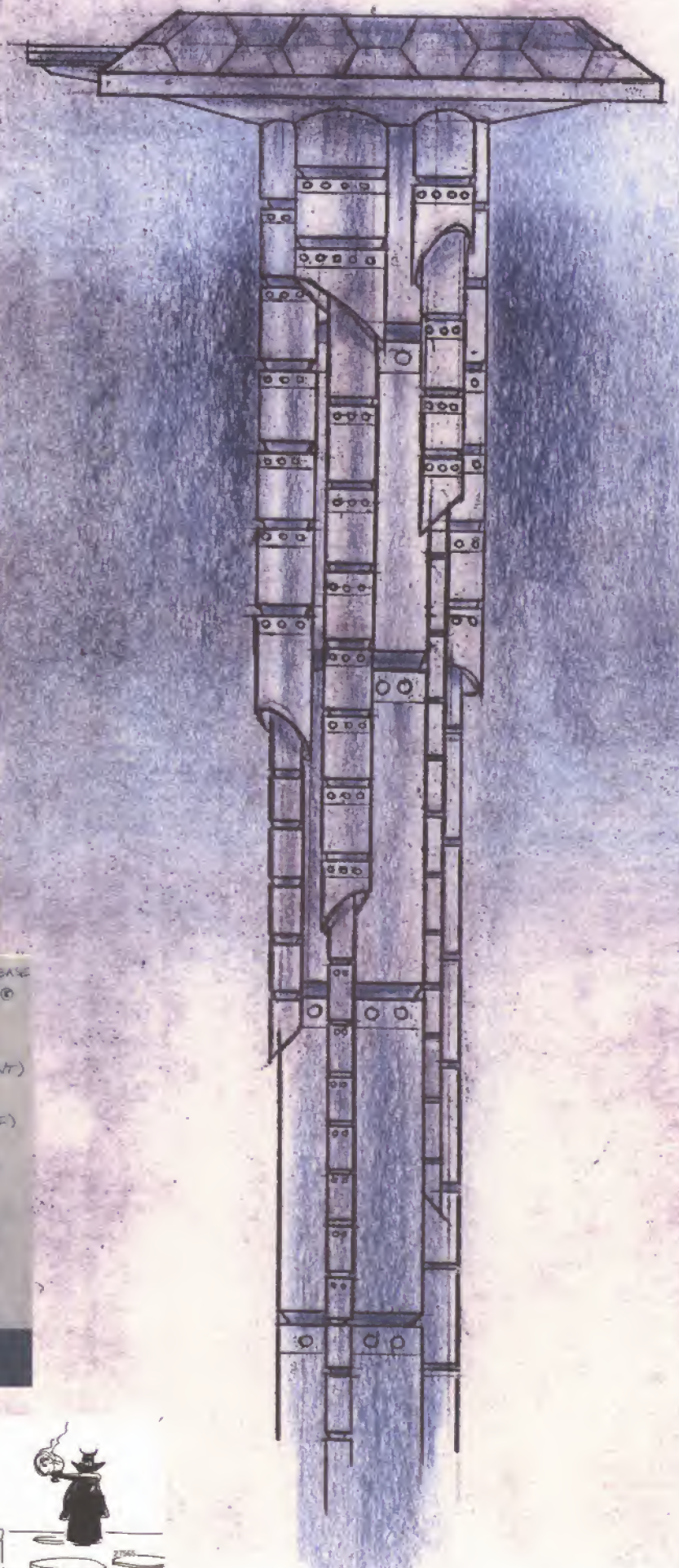
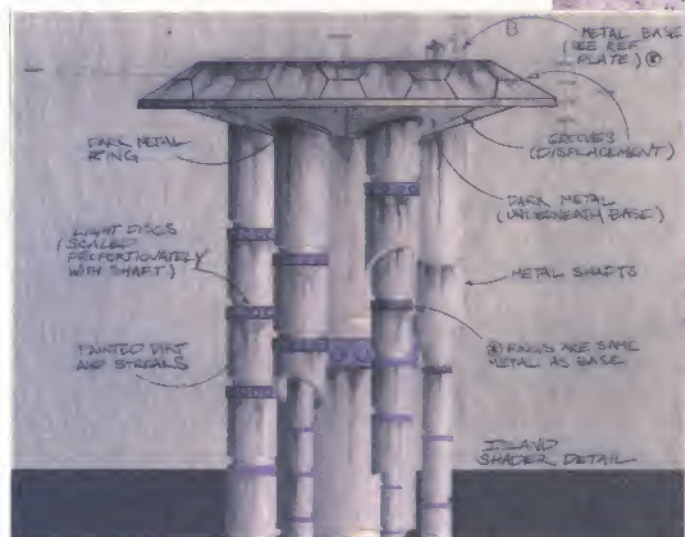
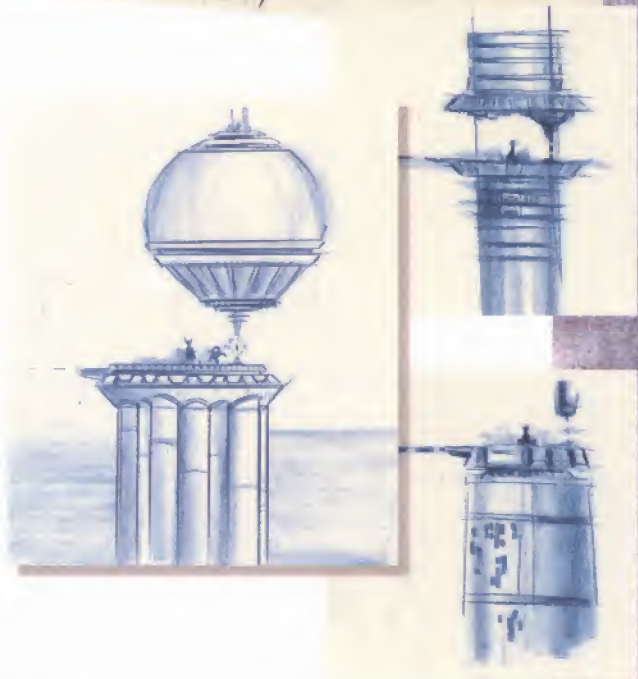


DISC BRIDGE LANDING

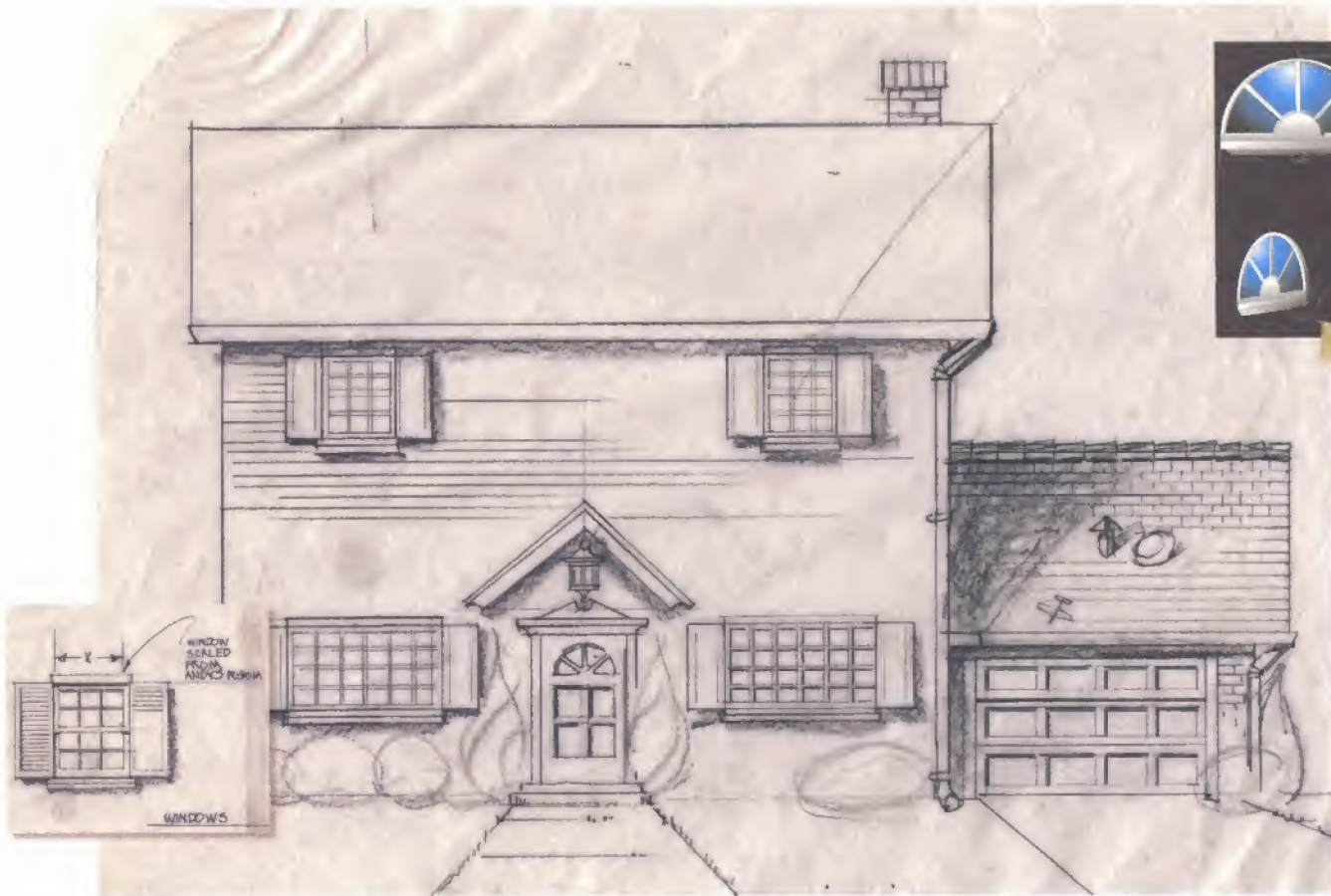


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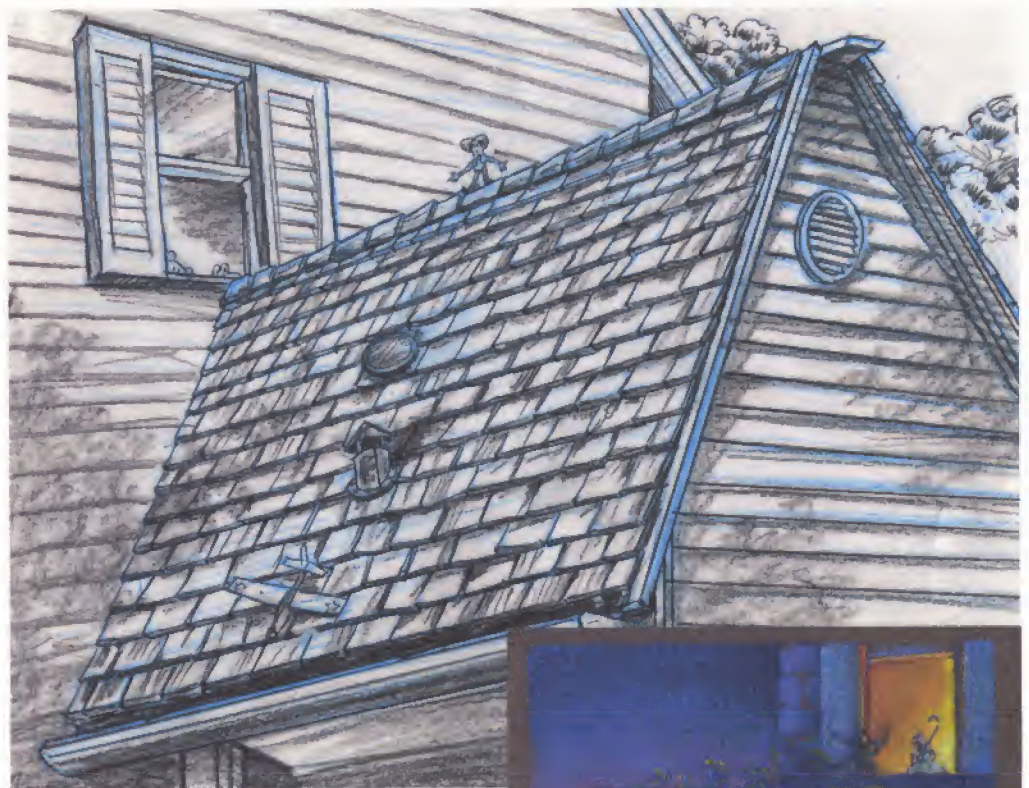


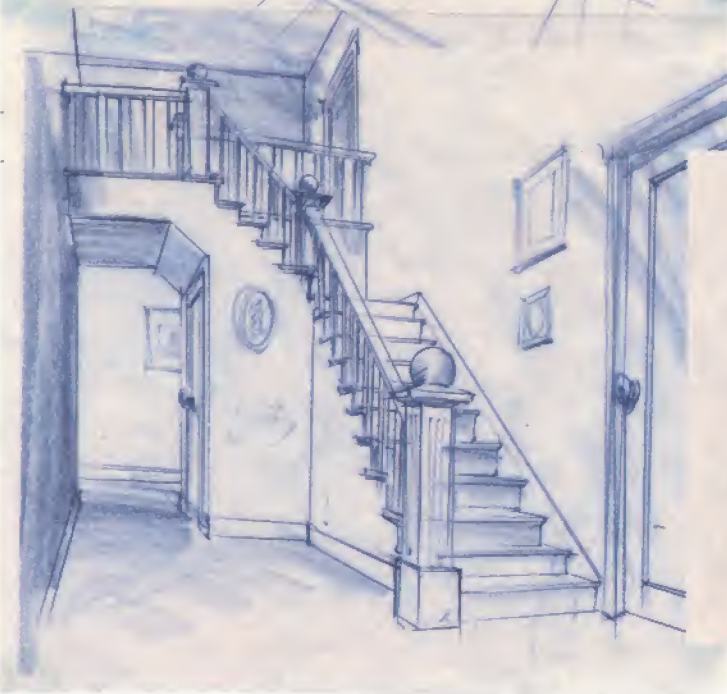
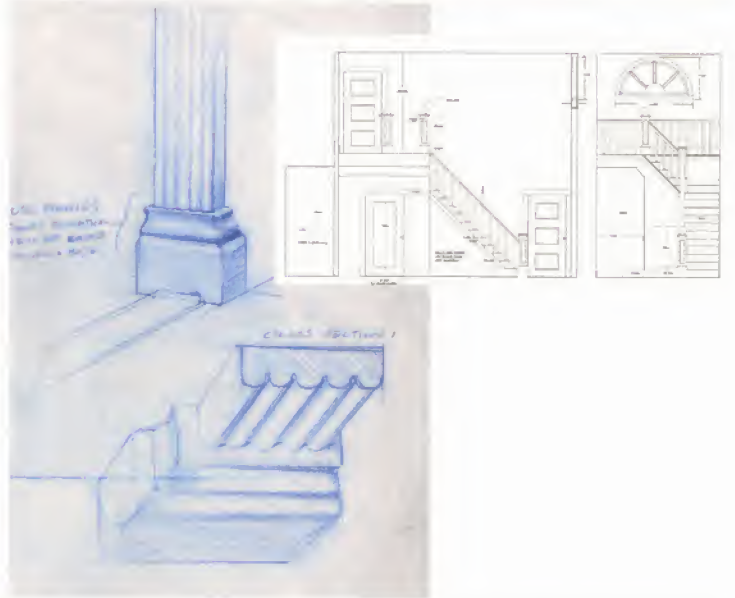
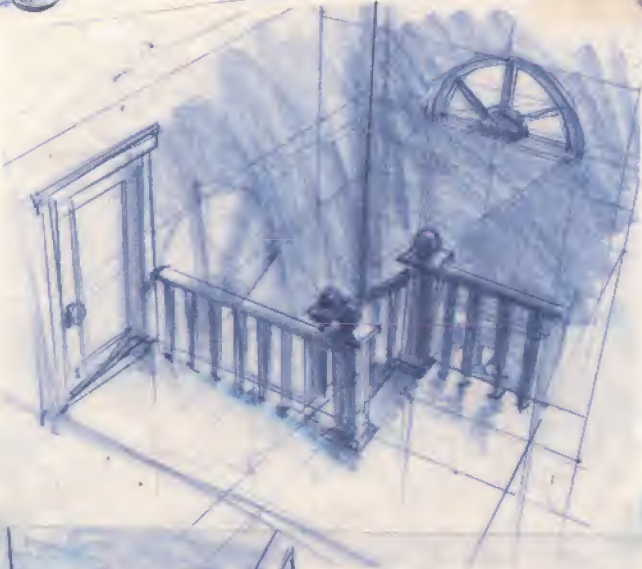
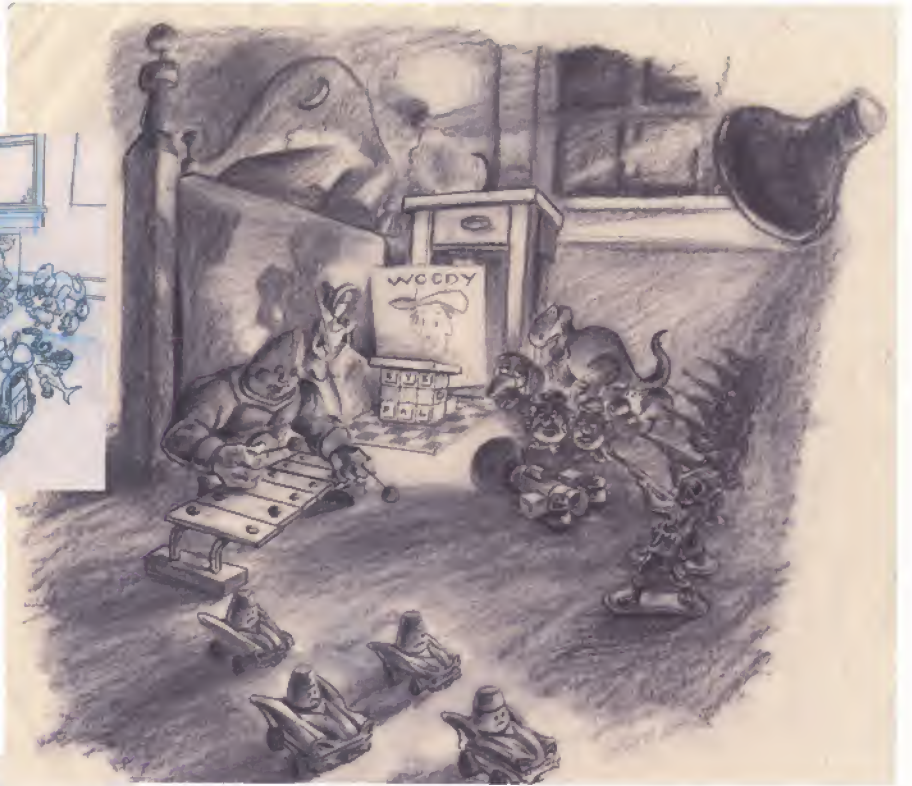
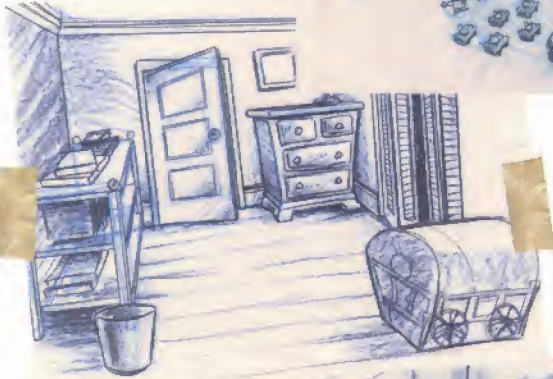
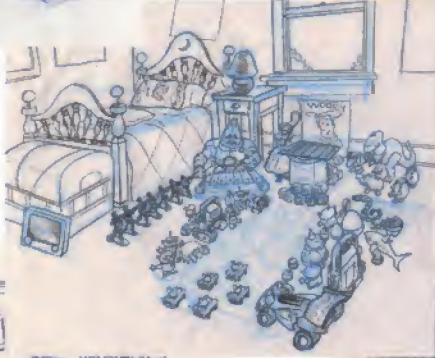






A N D Y ' S H O U S E



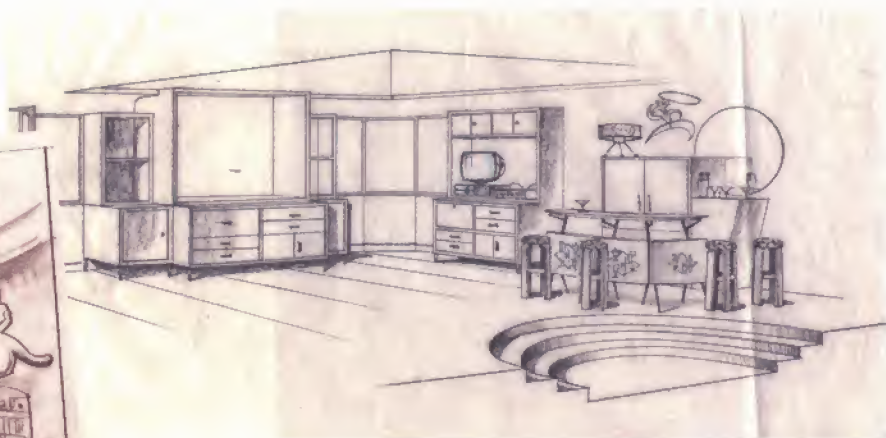




A L ' S P E N T H O U S E









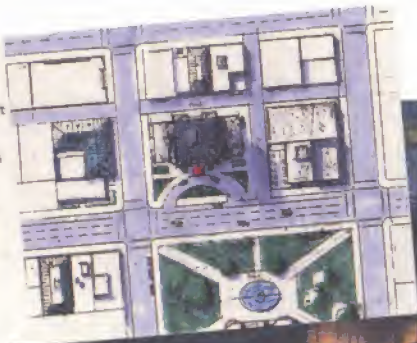




D O W N T O W N



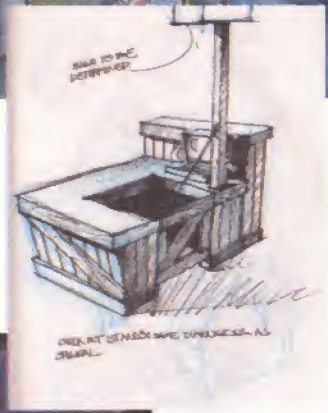
Project
Floor
Plan
Architect
Building
No
Singapore
Date
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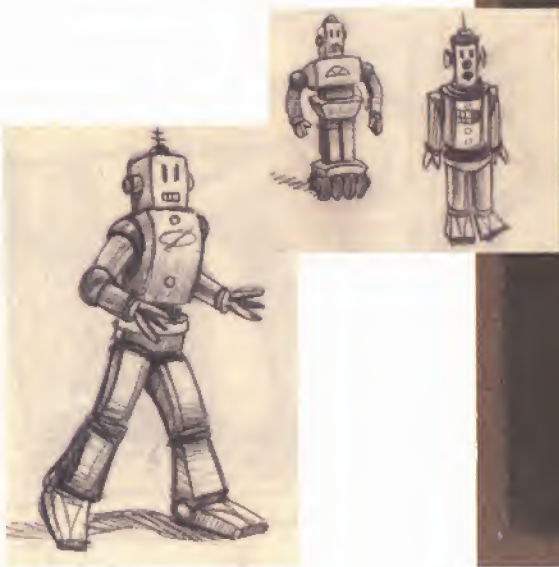
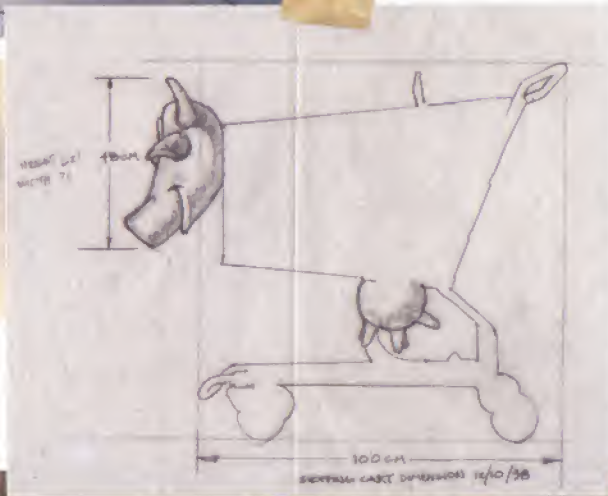
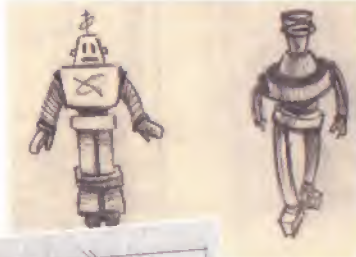
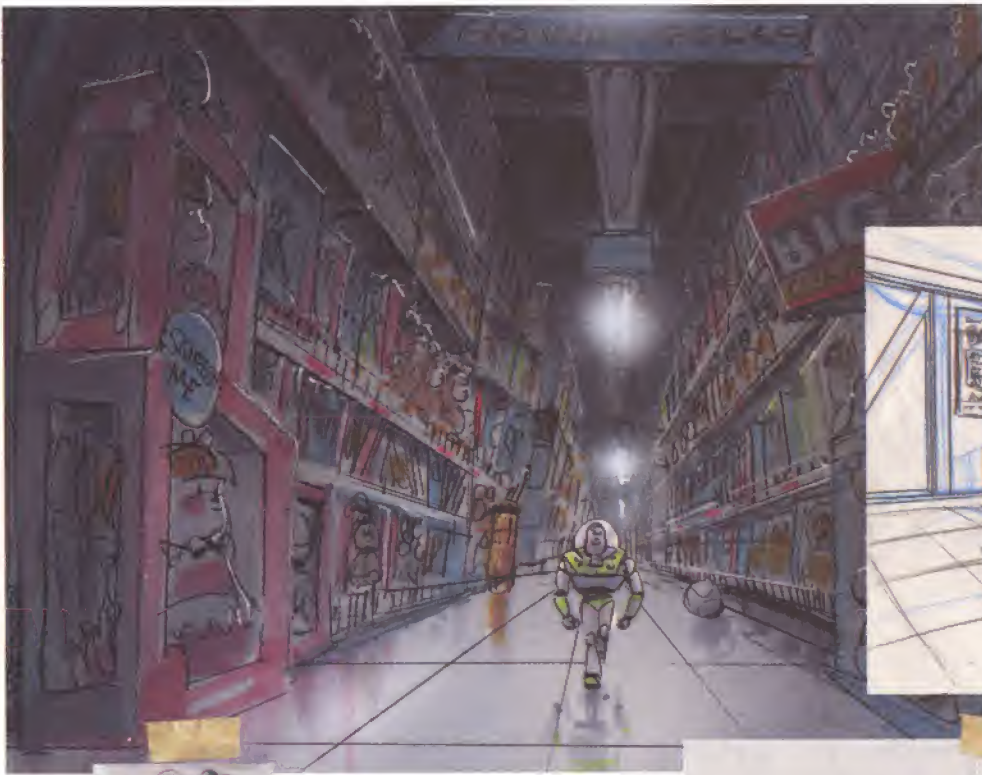




AL'S TOY BARN



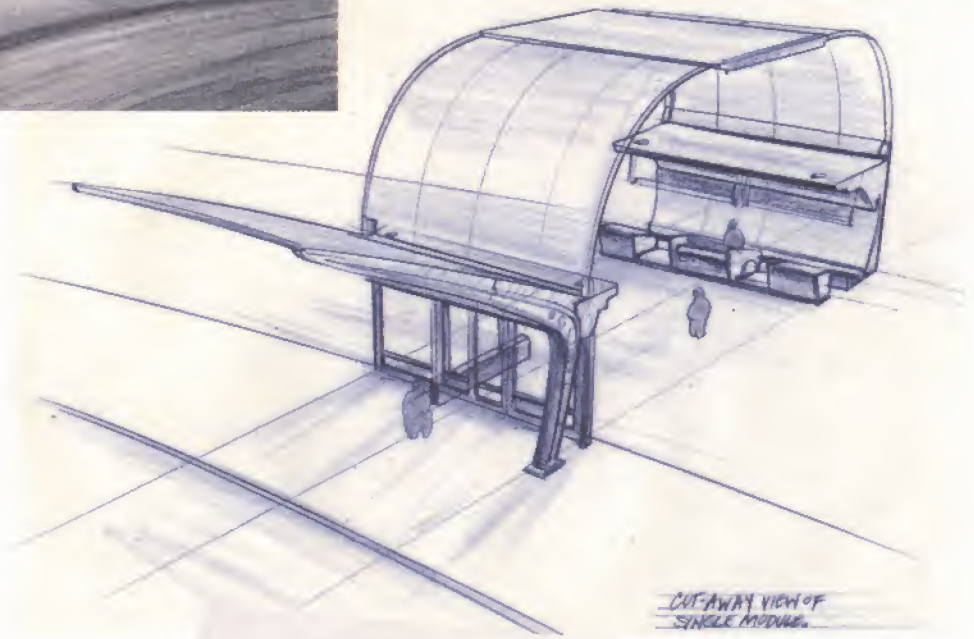




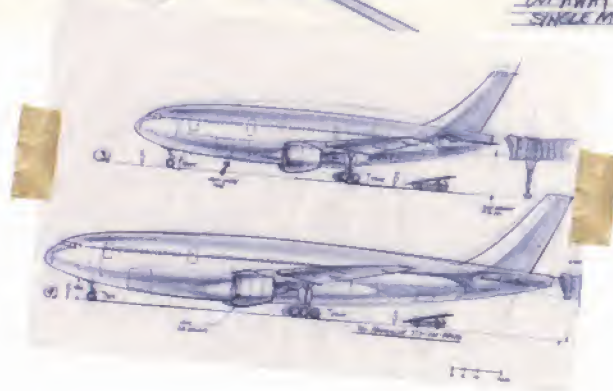




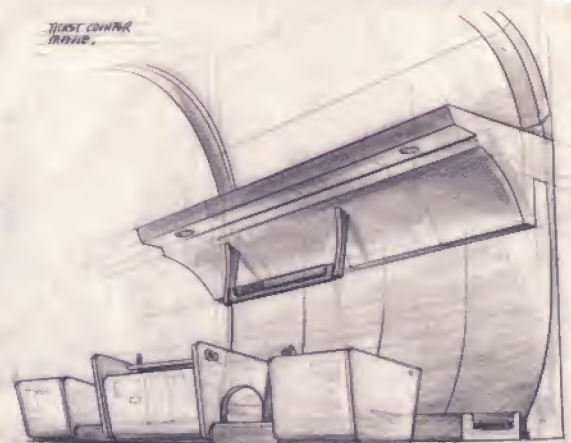
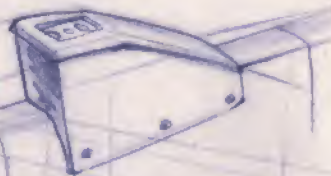
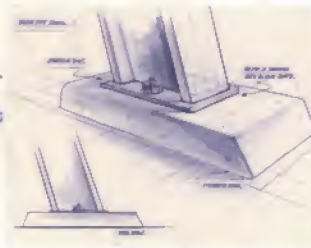
A I R P O R T



CUT-AWAY VIEW OF
SINGLE MODULE.



STAMP: LIGHT
PICTURE.



BAG CONVEX
CURVED.

FEET RUNS ON TOP
OF EARTH.

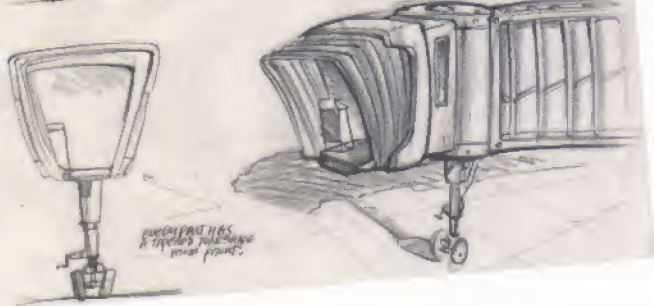
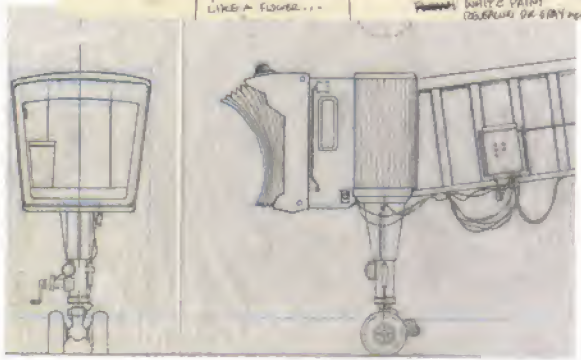
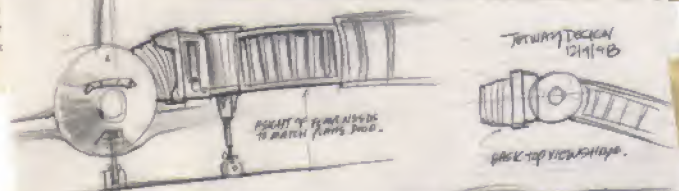
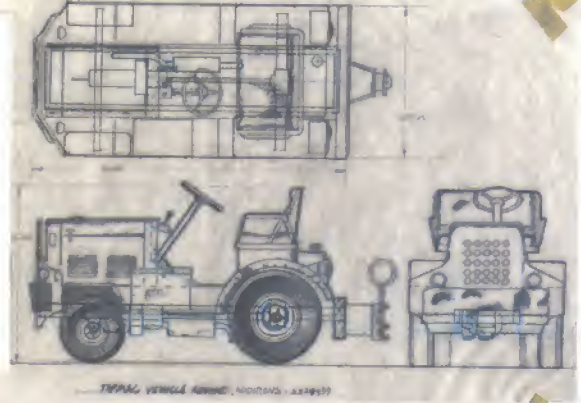
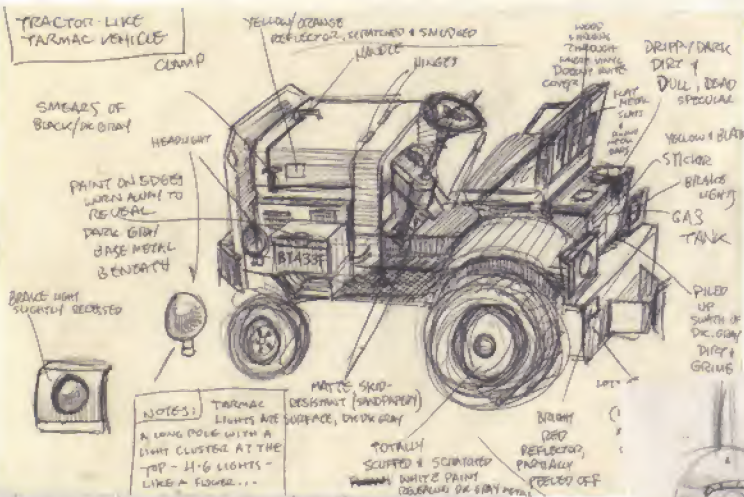
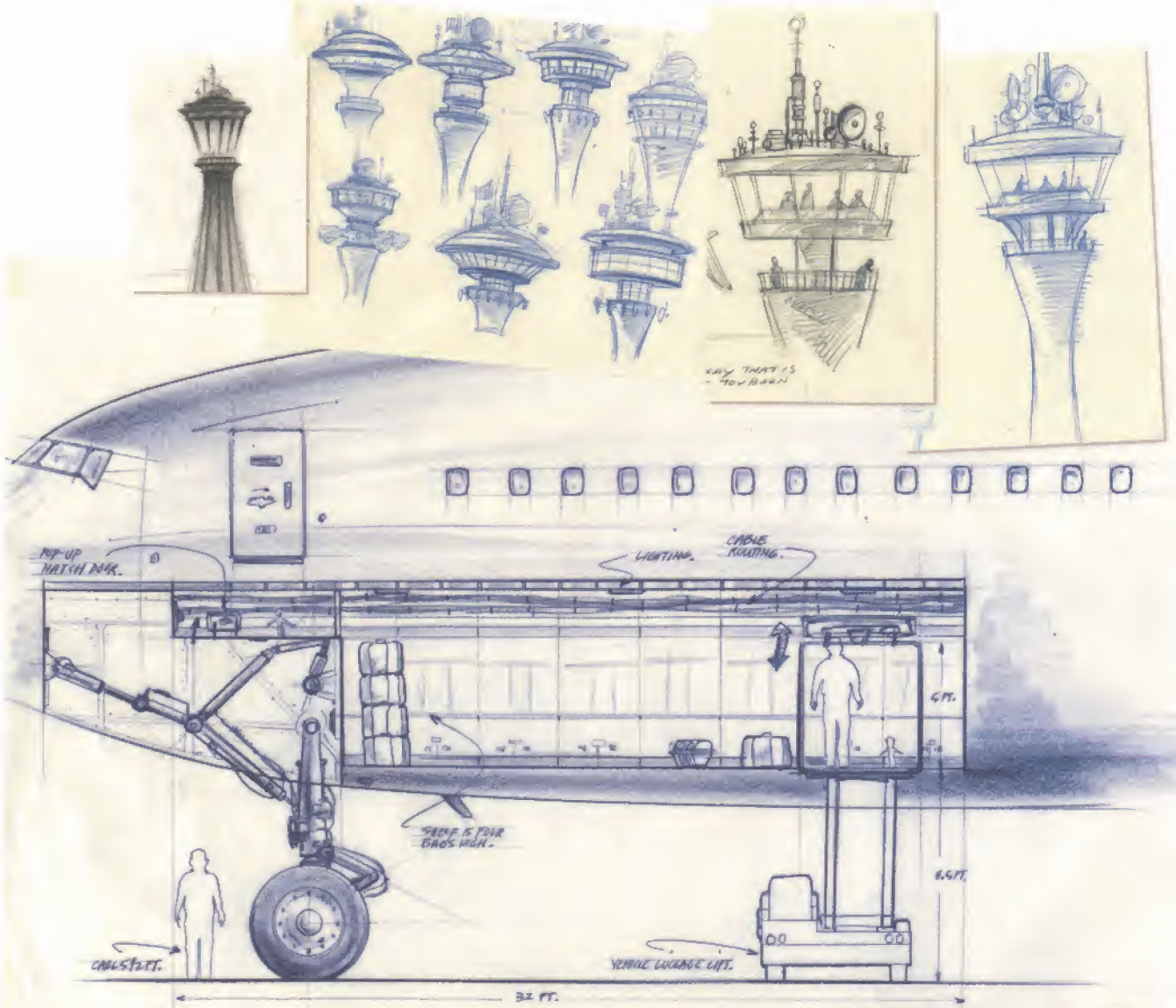
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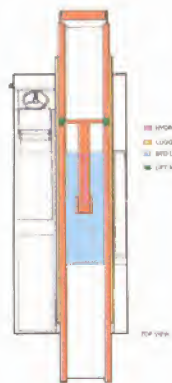
TICKETING/CONVEYOR VARIATIONS

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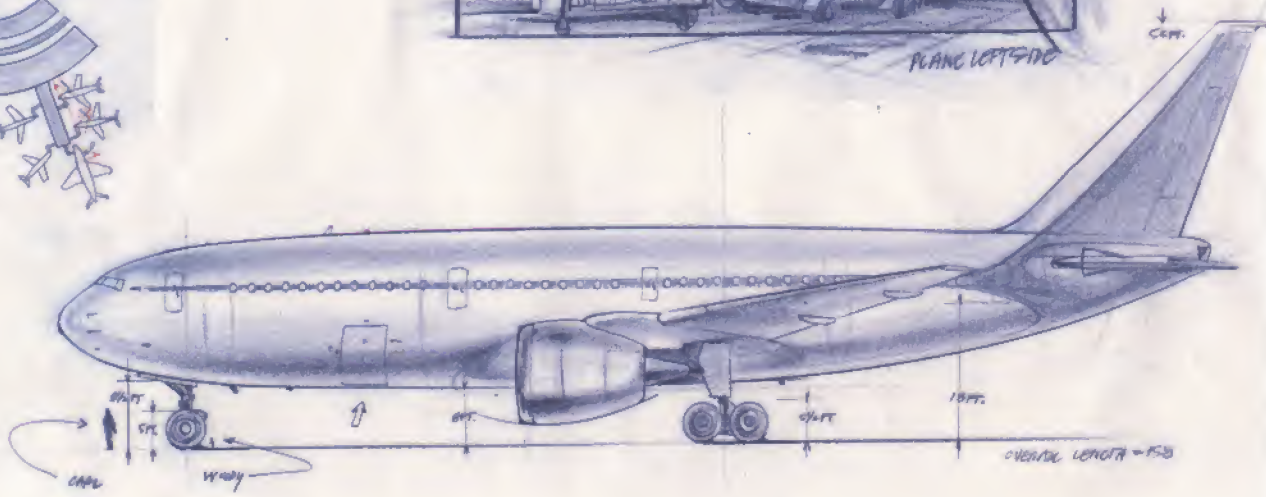
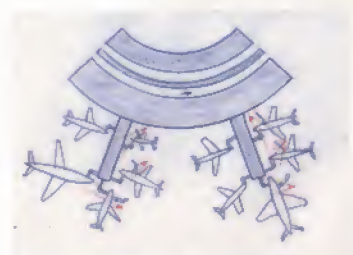
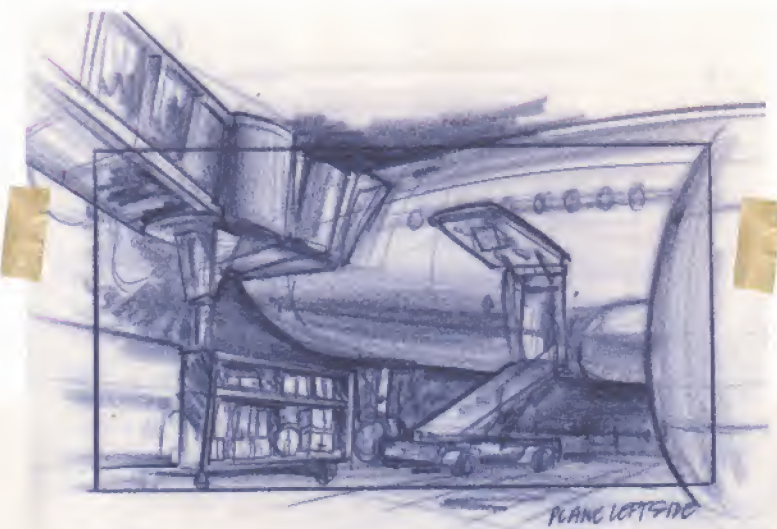
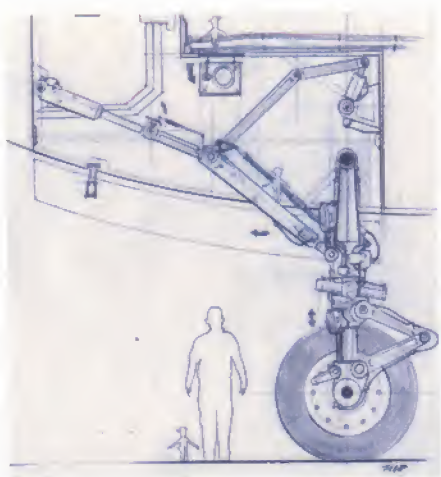
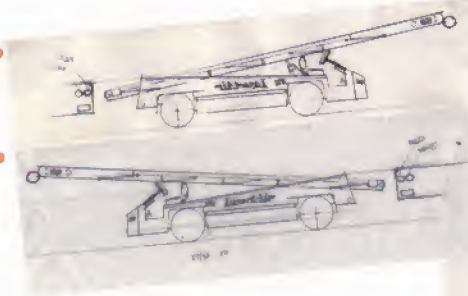
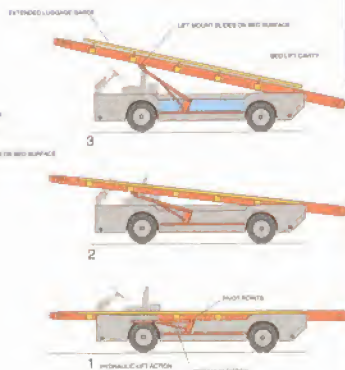


FAR EAST





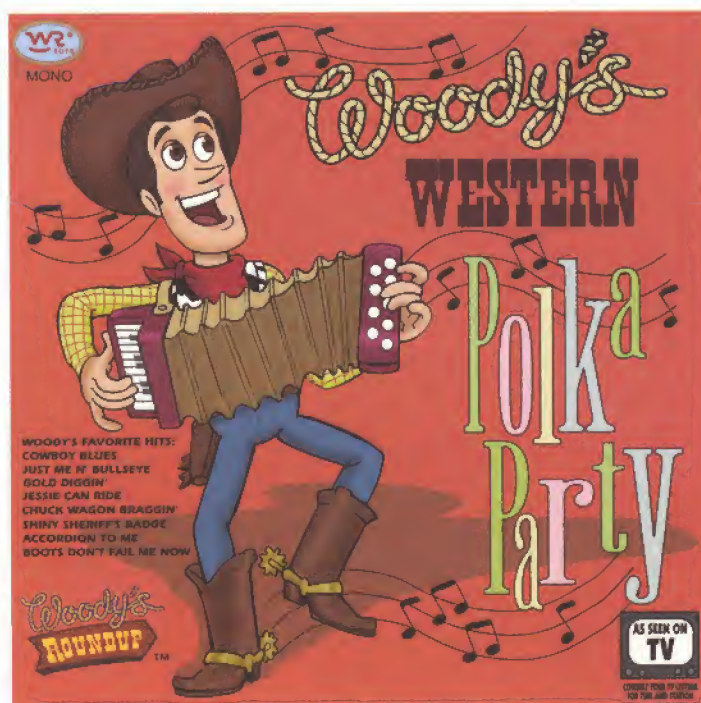
- 1 HYDRAULIC PISTON
- 2 LOGGING SHARD
- 3 WIDENING SHARD
- 4 LIFT MOUNT BLADES ON WIDENING SURFACE

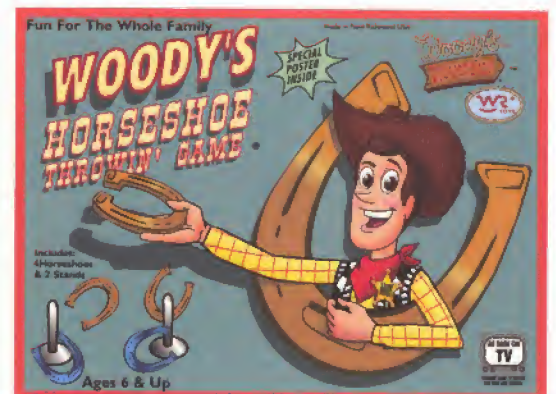
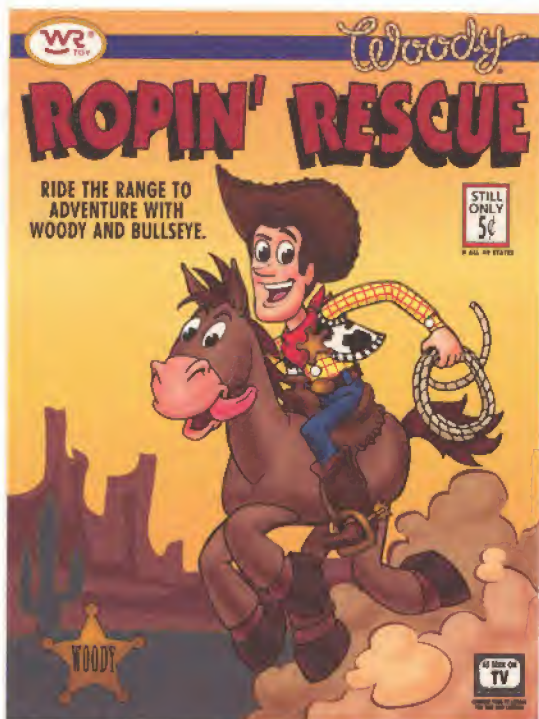
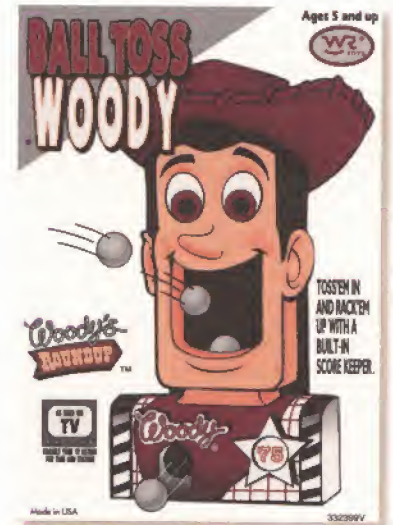
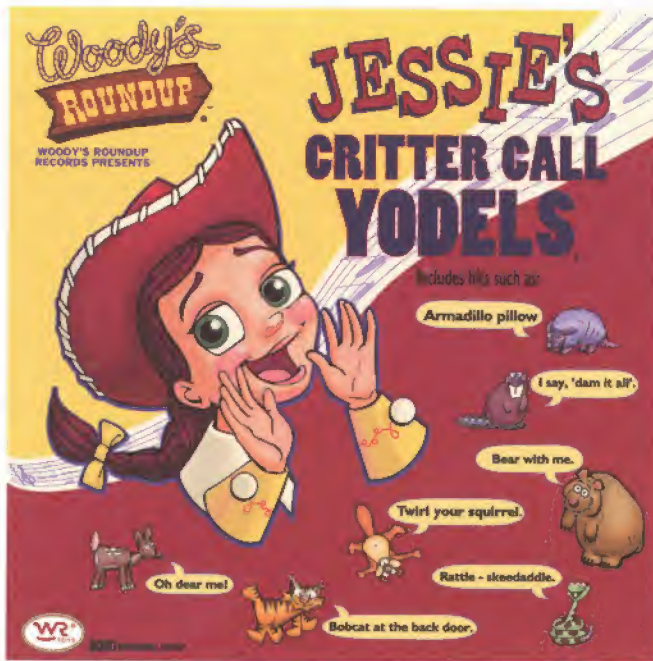
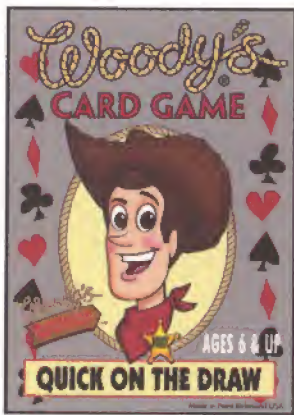


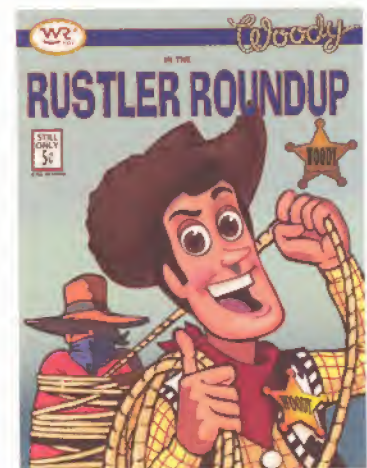
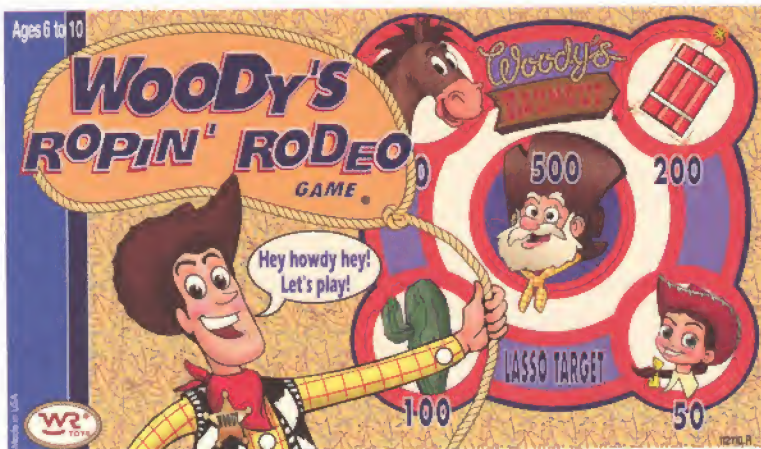
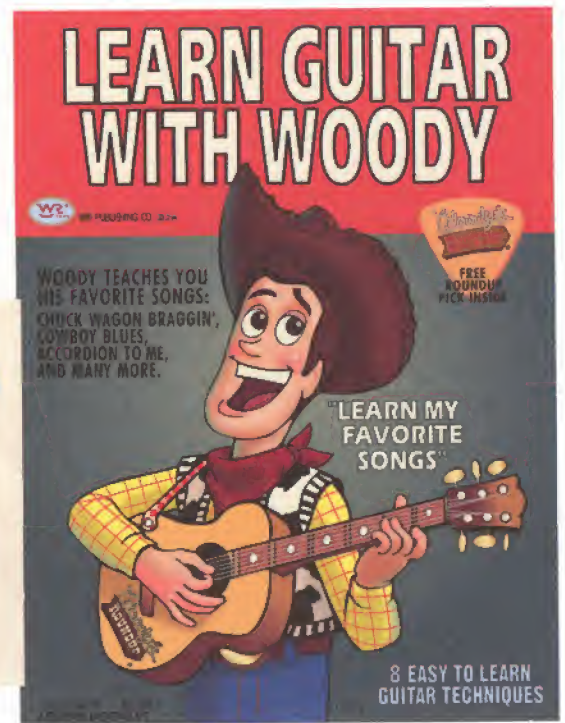
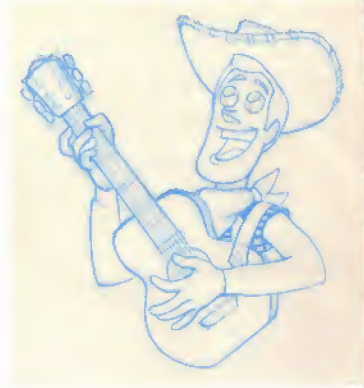
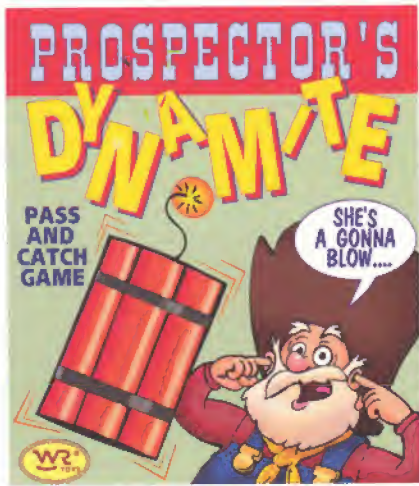


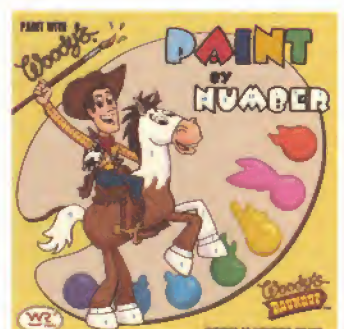
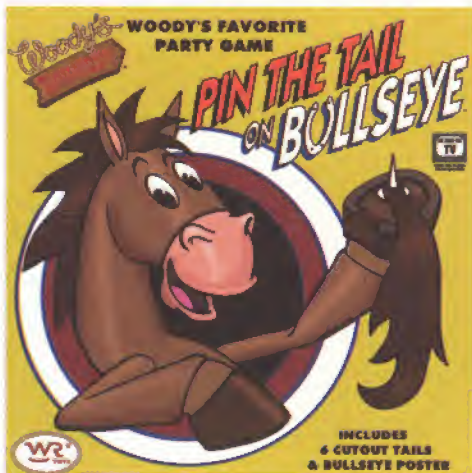
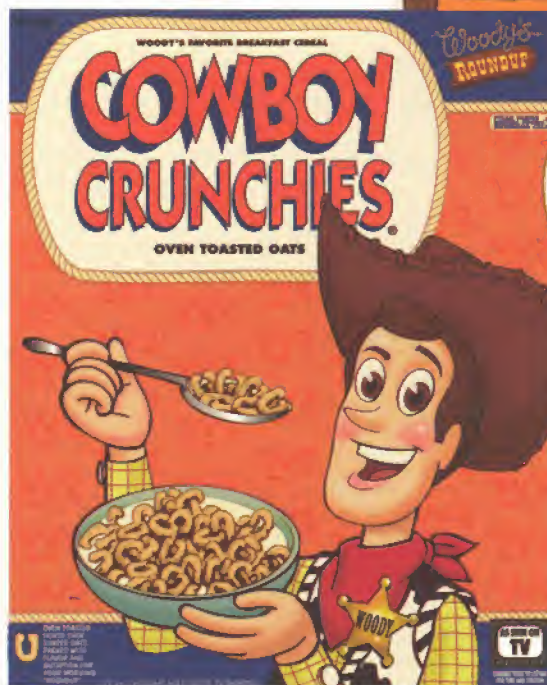
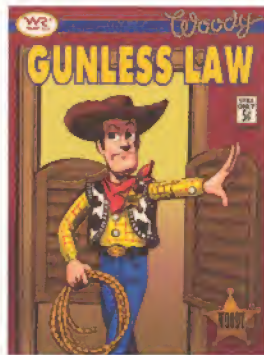
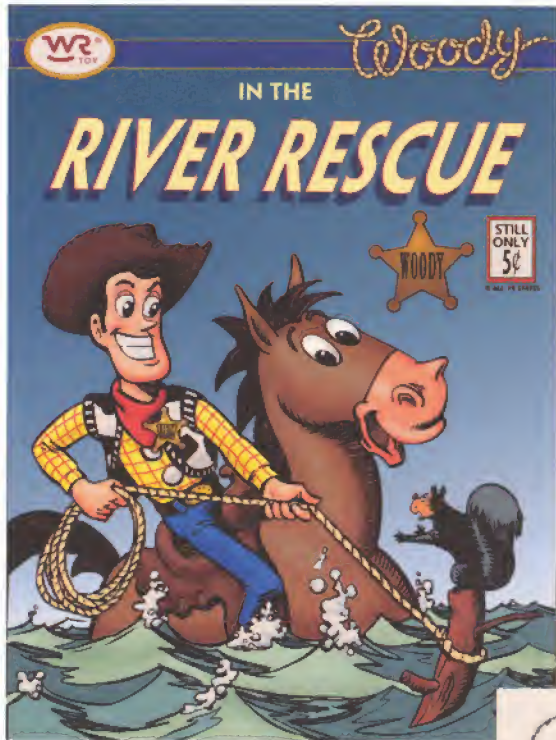


W O O D Y ' S R O U N D U P

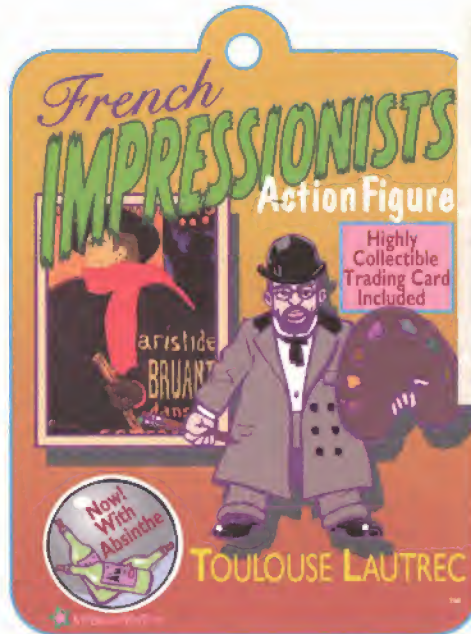
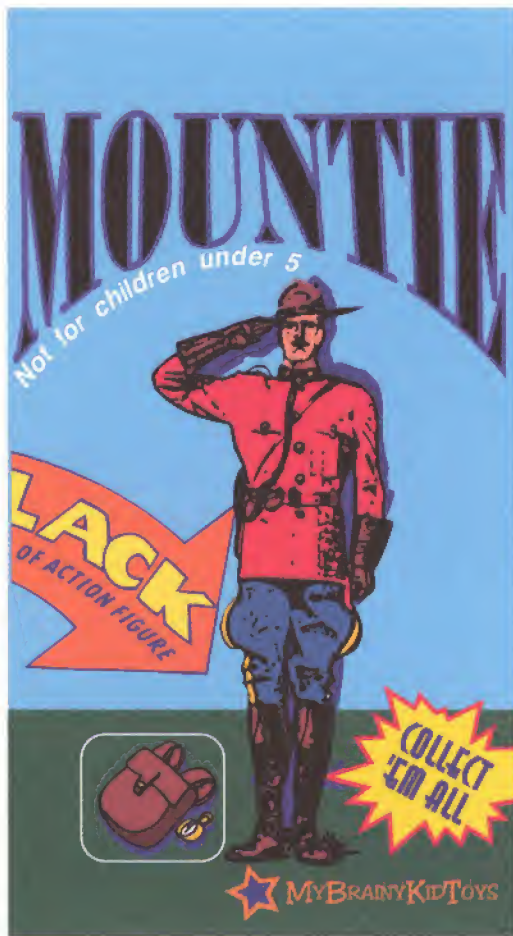




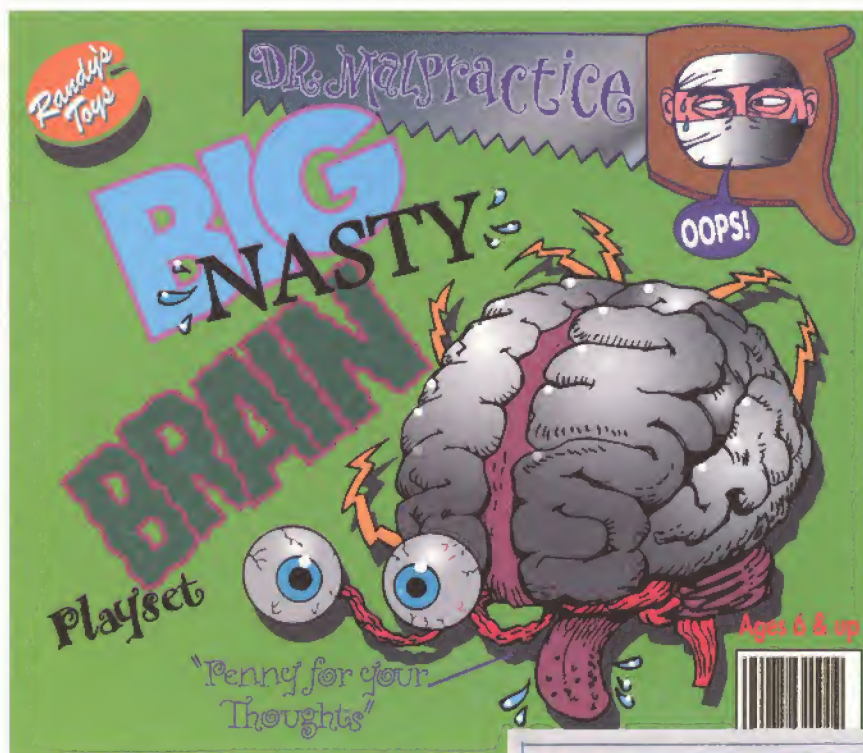


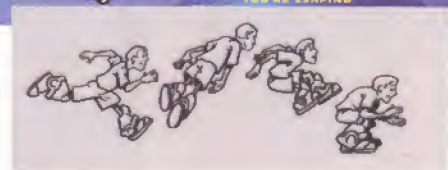
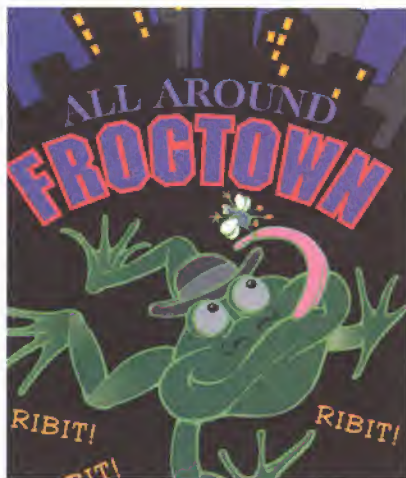
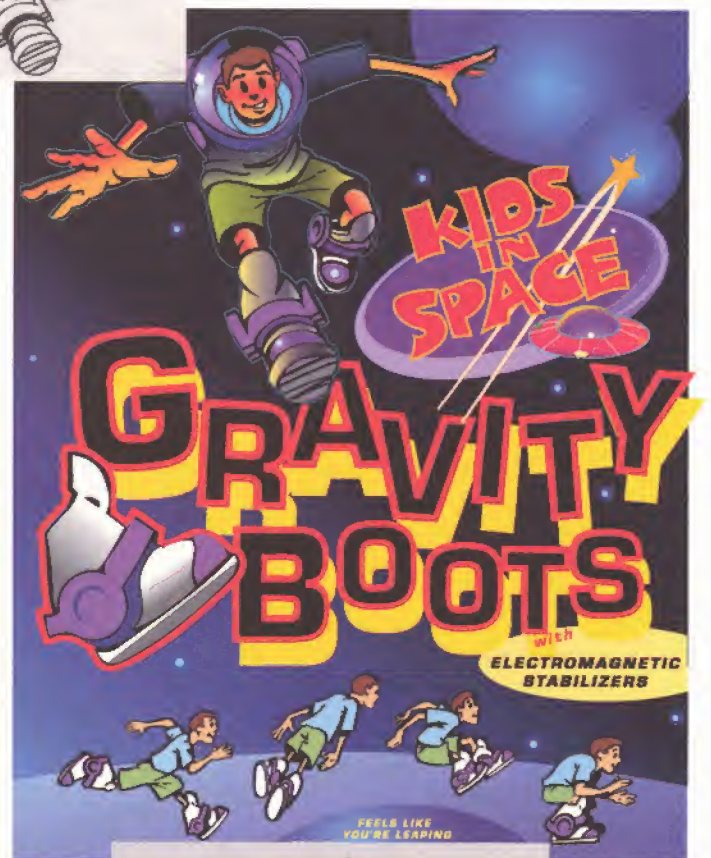


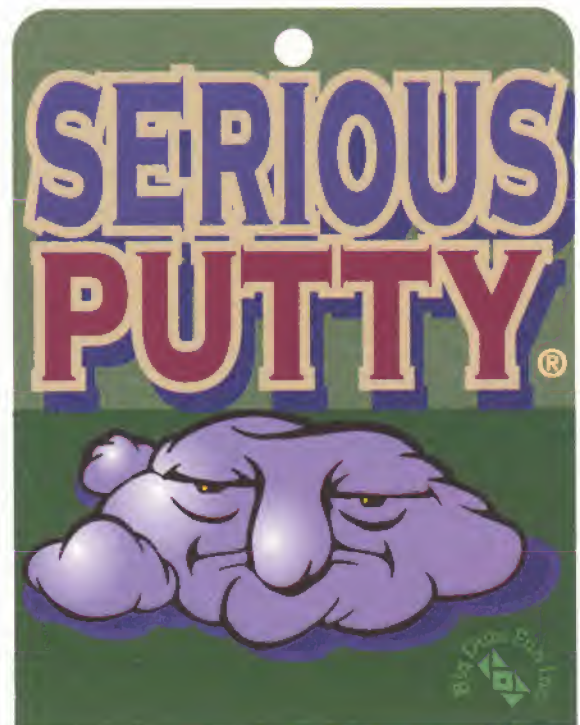
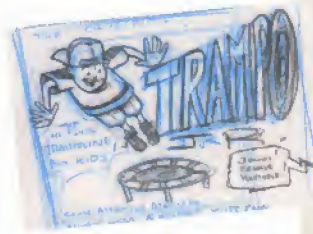
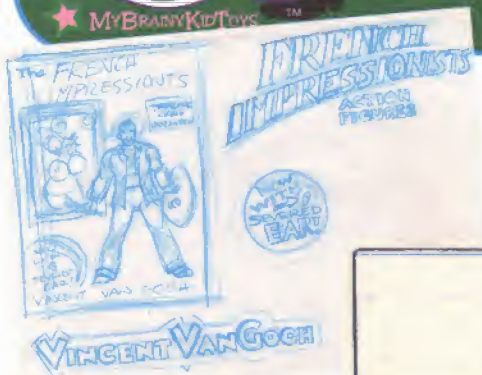
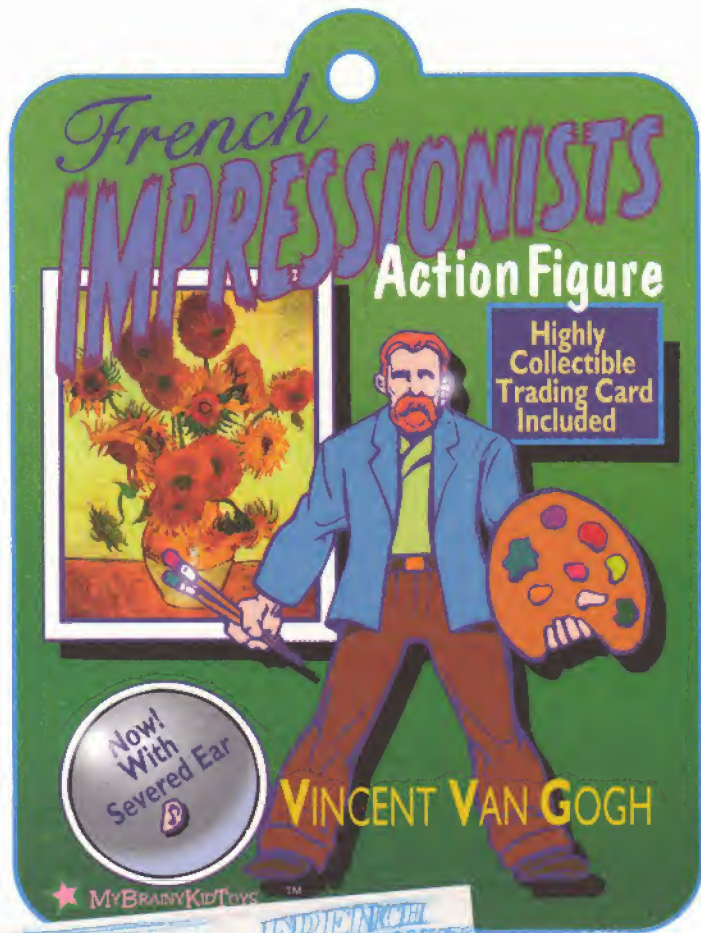


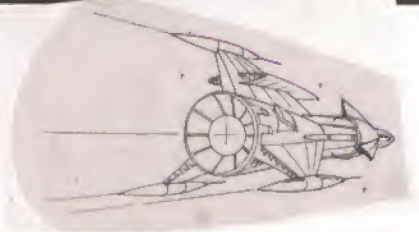
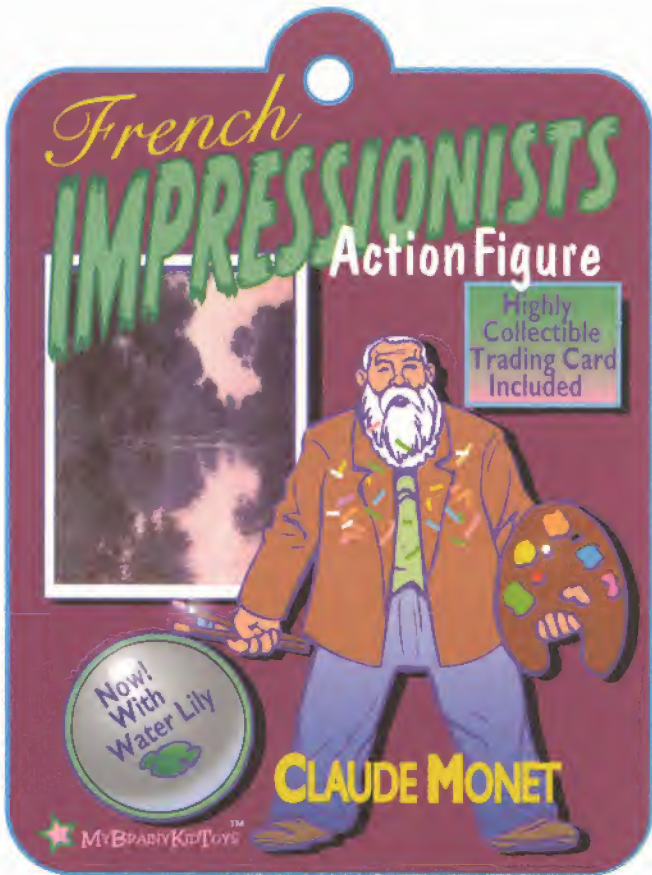
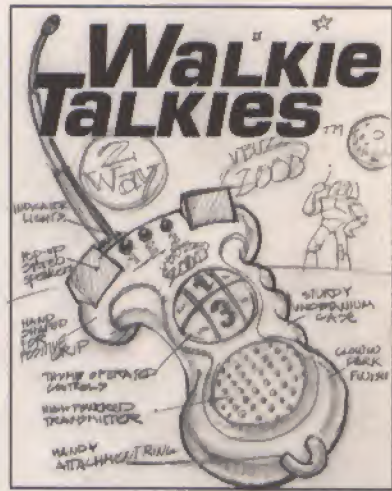


TOY BARN TOYS











The concept and development art created for our films is a vital, seldom-seen part of our filmmaking process. We are delighted to share with you this rare collection of artwork.

This sketchbook is the inspiration of John Lasseter, the director of *Toy Story* and *Toy Story 2*. Under the guidance of John and *Toy Story 2* co-directors Ash Brannon and Lee Unkrich, production designers Ralph Eggleston, Jim Pearson and Bill Cone elicited their teams' finest work to bring that vision to life.

Pixar's enthusiastic production staff was led by Jim Pearson, who worked with Violeta Diaz to create a layout and book design that would suit Pixar's unique format needs. Leeann Alameda organized the intensive process, handling compilation and assembly of art. Ed Chen skillfully prepared countless images. Katherine Sarafian oversaw the Pixar team's book production efforts. Ken Shue and Eric Huang at Disney Publishing, who have been advocates of a sketchbook since they first saw *Toy Story*, persevered to make the book possible. Phil Zuckerman at Applewood Books and Hunter Heller at Disney Publishing lent their unflinching support.

Pixar archivists Jonas Rivera and Alice Rosen were invaluable in helping to find the original artwork from the films. Vivian Procopio at Disney's Animation Research Library was instrumental in pulling together images. Additional digital image support and finishing touches were provided by Tim Lewis and Brent Ford at Disney Publishing.

This sketchbook has been a labor of love. We hope you will enjoy the art of *Toy Story* and *Toy Story 2* for years to come.

ED CATMULL
EXECUTIVE PRODUCER, *TOY STORY*

SARAH MCARTHUR
EXECUTIVE PRODUCER, *TOY STORY 2*

TOY STORY

Executive ProducersEDWIN CATMULL, STEVEN JOBS
 Supervising Technical DirectorWILLIAM REEVES
 Music byRANDY NEWMAN
 Songs Written & Performed byRANDY NEWMAN
 Original Story byJOHN LASSETER, PETE DOCTER,
 ANDREW STANTON, JOE RANFT
 Screenplay byJOSS WHEDON, ANDREW STANTON,
 JOEL COHEN and ALEC SOKOLOV
 Produced byRALPH GUGGENHEIM, BONNIE ARNOLD
 Directed byJOHN LASSETER
 Art DirectorRALPH EGGLESTON
 Film EditorsROBERT GORDON, LEE UNKRICH
 Supervising AnimatorPETE DOCTER
 Sound DesignGARY RYDSTROM
 Production SupervisorKAREN ROBERT JACKSON

CAST

WoodyTOM HANKS
 Buzz LightyearTIM ALLEN
 Mr. Potato HeadDON RICKLES
 Slinky DogJIM VARNEY
 RexWALLACE SHAWN
 HammJOHN RATZENBERGER
 Bo PeepANNIE POTTS
 AndyJOHN MORRIS
 SidERIK VON DETTEN
 Mrs. DavisLAURIE METCALF
 SergeantR. LEE ERMEY
 HannahSARAH FREEMAN
 TV AnnouncerPENN JILLETTE

"You've Got a Friend in Me" (End Title)

Written and Produced byRANDY NEWMAN
 Performed byRANDY NEWMAN & LYLE LOVETT
 Executive Music ProducerCHRIS MONTAN

Story

Story Supervisors
 JOE RANFT, ROBERT LENCE
 Story Coordinator
 SUSAN E. LEVIN
 Story Artists

ANDREW STANTON, KELLY ASBURY, ASH BRANNON, MIKE CACHUELA,
 JILL CULTON, PETE DOCTER, PERRY FARINOLA, JASON KATZ, BUD LUCKEY,
 JEFF PIDGEON

Animation

Directing AnimatorsRICH QUADE, ASH BRANNON
 Animation ManagersTRIVA VON KLARK, BZ PETROFF

Animators

MICHAEL BERENSTEIN, KIM BLANCHETTE, COLIN BRADY, DAVEY
 CROCKETT FEITEN, ANGIE GLOCKA, REX GRIGNON, TOM K. GURNEY,
 JIMMY HAYWARD, HAL T. HICKEL, KAREN KISER, ANTHONY B. LAMOLI-
 NARA, GUIONNE LEROY, BUD LUCKEY, LES MAJOR, GLENN MCQUEEN,
 MARK OFTEDAL, JEFF PIDGEON, JEFF PRATT, STEVE RABATICH, ROGER
 ROSE, STEVE SEGAL, DOUG SHEPPECK, ALAN SPERLING, DOUG SWEETLAND,
 DAVID TART, KEN WILLARD (1959-1995)

Additional Animation

SHAWN P. KRAUSE, MATT LUHN, BOB PETERSON, ANDREW SCHMIDT,
 MAUREEN E. WYLIE

Animation CheckHEATHER KNIGHT
 Animation CoordinatorMAUREEN E. WYLIE

Technical Artists

Associate Technical DirectorEBEN FISKE OSTBY
 Technical Department ManagerALLISON SMITH MURPHY

Modeling Team

MARK ADAMS, RONEN BARZEL, KEVIN BJÖRKE, LOREN C. CARPENTER,
 DEBORAH R. FOWLER, DAMIR FRKOVIC, SHALINI GOVIL-PAI, DAVID R.
 HAUMANN, MARK TIBERIUS HENNE, Yael MILO, DARWYN PEACHEY,
 RUMK SAYRE, ELIOT SMYRL, GALYN SUSMAN, GRAHAM WALTERS
 Modeling & Shading CoordinatorDEIRDRE WARIN
 Shader & Visual Effects SupervisorTHOMAS PORTER

Shader Team

ANTHONY A. APODACA, BRIAN M. ROSEN, ELIOT SMYRL, GRAHAM
 WALTERS, KEITH B.C. GORDON, LARRY GRITZ, LOREN C. CARPENTER,
 MITCH PRATER, RICK SAYRE

Visual Effects

MARK T. HENNE, OREN JACOB, DARWYN PEACHEY, MITCH PRATER, BRIAN
 M. ROSEN

Lighting SupervisorsSHARON CALAHAN, GALYN SUSMAN

Lighting Leads

LISA FORSELL, DEBORAH R. FOWLER, TRUONG GIA TIEN, WILLIAM A. WISE

Lighting Team

MARK ADAMS, ANTHONY A. APODACA, LARRY AUPPERLE, CYNTHIA
 DUELTGEN, DAMIR FRKOVIC, SHALINI GOVIL-PAI, LARRY GRITZ, DAVID R.
 HAUMANN, OREN JACOB, EWAN JOHNSON, KONISHI SONOKO, LES MAJOR,
 Yael MILO, DESIRÉE MOURAD, KELLY O'CONNELL, JEFF PRATT,
 MARK T. VANDEWETTERING

Illumination EngineerRONEN BARZEL
 Lighting & Rendering EoordinatorBARBARA T. LABOUNTA
 Assistant CoordinatorDOUGLAS TODD

Render Wranglers

KEITH OLENICK, ANDREW CHO, MICHAEL FONG, MICHAEL LORENZEN,
 VIVEK VERMA

Additional Modeling

MARK EASTWOOD, MONIQUE HODGKINSON, GREY HOLLAND

Art

Art ManagerTERRY HERRMANN MCQUEEN
 Designer/IllustratorBOB PAULEY
 Lead CG PainterTIA W. KRATTER
 CG Painter/DesignerWILLIAM CONE
 CG PainterROBIN COOPER
 SculptorsSHELLEY DANIELS LEKVEN, NORM DECARLO

Character Design

BOB PAULEY, BUD LUCKEY, ANDREW STANTON, WILLIAM CONE, STEVE
 JOHNSON, DAN HASKETT, TOM HOLLOWAY, JEAN GILLMORE

Concept Artwork

STEVE JOHNSON, LOU FANCHER, KEVIN HAWKES, WILLIAM JOYCE,
 WILLIAM CONE, DAVID GORDON, BOB PAULEY, NILO RODIS

Layout

Layout ManagerBZ PETROFF
 Supervising Layout ArtistCRAIG GOOD
 Lead Layout ArtistsEWAN JOHNSON, KEVIN BJÖRKE
 Layout ArtistsROMAN FIGUN, DESIRÉE MOURAD

Set Dressers

KELLY O'CONNELL, KONISHI SONOKO, ANN M. ROCKWELL

Additional Layout

SHAWN P. KRAUSE, BOB PETERSON, ANDREW SCHMIDT

Editorial

Editorial ManagerJULIE M. MCDONALD

Assistant Editors

ROBIN LEE, TOM FREEMAN, ADA COHAVI, DANA MULLIGAN
 Second Assistant EditorsSTEVEN LIU, TORBIN XAN BULLOCK
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 Storyreel Music WrestlerROBERT RANDLE
 Assistant Music WrestlerLING LING LI

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Camera ManagerJULIE M. MCDONALD
 Photoscience ConsultantD. DIFRANCESCO
 Camera SupervisorLOUIS RIVERA
 Camera EngineerMATTHEW MARTIN
 Camera TechnicianDON CONWAY
 Monitor Calibration SoftwareMICHAEL SHANTZIS

Production

Senior Production AssociateSUSAN HAMANA
 Production ControllerKEVIN REHER
 Assistant Production AccountantTERRI GREENING
 Pixar FinanceLISA ELLIS
 Purchasing/Facilities ManagerDENNIS "DJ" JENNINGS
 Purchasing AssistantKATHLEEN HANDY
 Production CoordinatorsLORI LOMBARDO, ELLEN DEVINE
 Assistant Production CoordinatorsVICTORIA JASCHOB,
 LUCAS PUTNAM
 Production Schedules CoordinatorKATHERINE SARAFIAN

Production Office Assistants

JONAS RIVERA, ALETHEA HARAMPOLIS, CHRISTIAN HILL,
 NANCY COPELAND

Marketing & Promotions CoordinatorMONICA CORBIN
 Unit PublicistLAUREN STROGOFF
 Digital AngelDARLA K. ANDERSON
 Assistant to Ralph GuggenheimDEIRDRE WARIN
 Assistant to Bonnie ArnoldLORI LOMBARDO

Assistants to John Lasseter and William Reeves

HEATHER L. FENG, SUSAN E. LEVIN

Production Interns

ANDREW CALDWELL, MARTIN CAPLAN, RYAN CHISUM, TAKESHI
 HASEGAWA, JAY HATHAWAY, JASON HENRY, STEVEN KANI, VICTORIA
 LIVINGSTON, KEVIN PAGE, GUSTAVO RAMIREZ, BENJAMIN SALLES,
 DAVID THOMAS

Computer Systems

Computer Systems ManagerDAVID H. CHING
 Hardware EngineerNEFTALI "EL MAGNIFICO" ALVAREZ
 Software EngineersBILL CARSON, KEN HUEY
 Logistics ProgrammerHEIDI STETTNER
 Macintosh Systems EngineerMICHAEL E. MURDOCK
 Hardware TechnicianEDGAR QUINONES
 Systems OperatorsONNY P. CARR, ALEC WONG
 Media Systems EngineerALEX STAHL

Modeling & Animation System Development
 WILLIAM REEVES, EBEN FISKE OSTBY, JOHN LASSETER, SAM LEFFLER,
 DARWYN PEACHEY, RONEN BARZEL, LOREN C. CARPENTER, THOMAS
 HAHN, CHRIS KING, PETER NYE, DREW ROGGE, BRIAN M. ROSEN,
 RICK SAYRE, MICHAEL SHANTZIS, ELIOT SMYRL, HEIDI STETTNER

RenderMan® Software Development
 ANTHONY A. APODACA, LOREN C. CARPENTER, ED CATMULL, ROB COOK,
 PAT HANRAHAN, STEVE JOHNSON, JIM LAWSON, SAM LEFFLER, M.W.
 MANTLE, DAN MCCOY, DARWYN PEACHEY, THOMAS PORTER, WILLIAM
 REEVES, DAVID SALESIN, DON SCHREITER, MARK VANDEWETTERING

Digital Massage Therapist.....NAROTTAMA ALDEN

Post Production
 Post Production Supervisor.....PATSY BOUGÉ
 Post Production Administrator.....MARGARET YU
 Post Production Scheduler.....HEATHER JANE, MACDONALD SMITH

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 SKYWALKER SOUND
 A division of Lucas Digital Ltd., Marin County, California

Rerecording Mixers.....GARY SUMMERS, GARY RYDSTROM
 Supervising Sound Editor.....TIM HOLLAND
 ADR Editor.....MARILYN MCCOPPEN
 Sound Effects Editor.....PAT JACKSON
 Foley Editor.....MARY HELEN LEASMAN
 Assistant Sound Designer.....TOM MYERS

Assistant Sound Editors
 J.R. GRUBBS, SUSAN SANFORD, SUSAN POPOVIC, DAN ENGSTROM
 Foley Artists.....DENNIE THORPE, TOM BARWICK
 Foley Recordist.....TONY ECKERT

Casting Consultant.....RUTH LAMBERT
 Additional Casting.....NANCY HAYES
 ADR Voice Casting.....MICKIE MCGOWAN

Additional Voices
 JACK ANGEL, SPENCER ASTE, GREG BERG, LISA BRADLEY, KENDALL
 CUNNINGHAM, DEBI DERRYBERRY, CODY DORKIN, BILL FARMER, CRAIG
 GOOD, GREGORY GRUDT, DANIELLE JUDOVITS, SAM LASSETER, BRITTANY
 LEVENBROWN, SHERRY LYNN, SCOTT MCAFEE, MICKIE MCGOWAN,
 RYAN O'DONOHUE, JEFF PIDGEON, PATRICK PINNEY, PHIL PROCTOR,
 JAN RABSON, JOE RANFT, ANDREW STANTON, SHANE SWEET

Music
 Orchestrations by.....DON DAVIS, RANDY NEWMAN
 Music Recorded and Mixed by.....FRANK WOLF
 Music Editor.....JIM FLAMBERG
 Associate Music Editor.....HELENA LEA
 Music Production Supervisor.....TOD COOPER
 Orchestra Contractor.....SANDY DE CRESCENT
 Music Preparation.....JO ANN KANE MUSIC SERVICE

Recording Assistants
 GREG DENNEN, TOM HARDISTY, BILL KINSLEY, SUSAN MCLEAN,
 RAIL ROGUT
 Music Recorded at
 SONY PICTURES STUDIOS, CONWAY RECORDING STUDIOS,
 OCEAN WAY RECORDING

Music Remixed at.....SIGNET SOUND STUDIOS
 Dialog Recording.....DOC KANE, BOB BARON
 Color Timer.....DALE GRAHN
 Negative Cutters.....MARY BETH SMITH, RICK MACKAY
 Title Design.....SUSAN BRADLEY
 Titles by.....BUENA VISTA IMAGING
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TOY STORY 2

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 CO-DIRECTED by.....Lee Unkrich
 Ash Brannon

PRODUCED by.....Helene Plotkin
 Karen Robert Jackson

EXECUTIVE PRODUCER.....Sarah McArthur
 ORIGINAL STORY by.....John Lasseter
 Pete Docter
 Ash Brannon
 Andrew Stanton

SCREENPLAY by.....Andrew Stanton
 Rita Hsiao
 Doug Chamberlin & Chris Webb

VOICE OF "WOODY".....Tom Hanks
 VOICE OF "BUZZ LIGHTYEAR".....Tim Allen
 MUSIC by.....Randy Newman
 FILM EDITORS.....Edie Bleiman
 David Ian Salter
 Lee Unkrich

SUPERVISING TECHNICAL DIRECTOR.....Galyn Susman
 DIRECTOR OF PHOTOGRAPHY.....Sharon Calahan
 PRODUCTION DESIGN.....William Cone
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STORY SUPERVISORS.....Dan Jeup
 Joe Ranft

SUPERVISING ANIMATOR.....Glenn McQueen
 LAYOUT SUPERVISORS.....Rikki Cleland-Hura
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SET DRESSING SUPERVISOR.....David Eisenmann
 ASSOCIATE TECHNICAL DIRECTORS.....Oren Jacob
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MODELING SUPERVISOR.....Eben Ostby
 SHADING SUPERVISOR.....Brad West
 LIGHTING SUPERVISOR.....Jean-Claude Kalache
 RENDERING SUPERVISOR.....Don Schreiter
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 SOUND DESIGN.....Gary Rydstrom
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 CASTING by.....Ruth Lambert, C.S.A.
 Mary Hidalgo

CAST

WOODY.....Tom Hanks
 BUZZ LIGHTYEAR.....Tim Allen
 JESSIE.....Joan Cusack
 PROSPECTOR.....Kelsey Grammer
 MR. POTATO HEAD.....Don Rickles
 SLINKY DOG.....Jim Varney
 REX.....Wallace Shawn
 HAMM.....John Ratzenberger
 BO PEEP.....Annie Potts
 AL MC WHIGGIN.....Wayne Knight
 ANDY.....John Morris
 ANDY'S MOM.....Laurie Mercall
 MRS. POTATO HEAD.....Estelle Harris
 SARGE.....R. Lee Ermey
 BARBIE.....Jodi Benson
 THE CLEANER.....Jonathan Harris
 WHEEZY.....Joe Ranft
 EMPEROR ZURG.....Andrew Stanton
 ALIENS.....Jeff Pidgeon

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 FOLEY MIXER.....Tony Eckert
 FOLEY RECORDIST.....Frank "Pepe" Merel
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 Jeff Pidgeon, Phil Proctor, Jan Rabson, Carly Schroeder, Madylin Sweeten, Hannah
 Unkrich, Lee Unkrich

"Woody's Roundup" Theme Song
 Music and Lyrics by.....Randy Newman
 Performed by.....Riders in the Sky

"When She Loved Me"
 Music and Lyrics by.....Randy Newman
 Performed by.....Sarah McLachlan

"You've Got A Friend in Me"
 Music and Lyrics by.....Randy Newman
 "Wheezy's Version" Performed by.....Robert Goulet
 Instrumental Version Performed by.....Tom Scott

Sarah McLachlan appears courtesy of Arista Records, Inc. and Nettwerk Productions, Inc.
 Tom Scott appears courtesy of Windham Hill Jazz

ORCHESTRATIONS BY.....Jonathan Sacks, Ira Hearshen, Randy Newman
 MUSIC RECORDED AND MIXED BY.....Frank Wolf
 SUPERVISING MUSIC EDITOR.....Bruno Coon
 MUSIC EDITOR.....Lisa Jaime
 ASSISTANT MUSIC EDITOR.....Brenda Heins
 DIRECTOR, MUSIC PRODUCTION.....Andrew Page
 MUSIC PRODUCTION MANAGER.....Tom MacDougall
 MUSIC PRODUCTION COORDINATOR.....Deniece LaRocca
 ADDITIONAL RECORDING BY.....Greg Reely
 ADDITIONAL ARRANGEMENTS BY.....Bruno Coon
 ORCHESTRA CONTRACTOR.....Sandy De Crescent
 VOCAL CONTRACTOR.....Luana Jackman
 MUSIC PREPARATION.....Jo Ann Kane Music Service
 MUSIC RECORDED AT.....Sony Pictures Studios, O'Henry Sound Studios, The Warehouse Studio
 MUSIC MIXED AT.....Signet Soundelux Studios

Additional Dialogue Recording
 Bob Baron, Bill Higley, John McGleena, Brian Reed

Color Timer.....Dale Grahn
 Negative Cutting by.....Buena Vista Negative Cutting
 Optical Titles.....Buena Vista Imaging
 Title Design.....Susan Bradley

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